

Super Dragon Sword

The Shattered Tower Story

Digger
Official
Seal of Quality

The Braves of Light had defeated Mastema, proven their worth against the Lensman, and eventually discovered the true source of this world's woes - the Creator. Storming the Tower of Heaven, they defeated the one who had claimed dominion over all of the world.

The Creator's soul was the binding method by which the Old Gods were sealed away within the tower. A multitude of powerful entities that matched Mastema and their lieutenants began to fill the world.

The Braves of Light vanished into history as the Old Gods took over the world, letting their divine servants wreak havoc and take what they like from the cowering mortals. The Kingdoms of the world have been seized by Courts of the strongest gods, known as **Pantheons.**

The Pantheons rule without care for mortal well-being, and both the destruction of the Job Stones as well as the passage of time has created a new generation of heroes, 25 years after the Creator's defeat.

Utilizing both salvaged Job Stones, creating new ones, and simply the hard work of advancing technology and arcana, a new breed of adventurers has arisen.

While many simply fight for the survival of their people, looting the fallen shards of the Tower of Heaven and the vaults of the less careful gods...the gods whisper of the new generation's most fearsome fighters: The Godhunters and Darkhunters. Their goal is simple: Destroy the Pantheons and their servants, and win freedom for them and their people.

This conflict may not be yours to fight, but none the less, you may take **+1000 points** to prepare yourself for this world's trials.

Your story here is in a world that may seem familiar. But it has changed. Choose your starting location...

If you have visited this world before in the past, in the form of **Dragon Sword,** your origin there grants you a few boons. Consider it an "Old save bonus." **These only apply to those who have jumped Dragon Sword before.**



Drop In: Though your travels here did not put you through the reincarnation cycle, you still have the roads seared into your heart. **You may either take the Cavalier or the Riftblade Job in addition to any other chosen Jobs.**



Brave of Light: Your legend has grown into myth, but a hero you remain. You've honed your basic skills into absolute mastery. **You may take either the Battlemaster or Green Mage Job in addition to any other chosen Jobs.**



Emissary of Shadow: Despite all of your effort, even in victory, the Creator had been slain and your master with him. You remain in a world of gods in the guise of a Devil. **You may take either the Demon or Crusader Job in addition to any other chosen Jobs.**



Hero of the Land: Not much has changed for you. The world is always in need of saving. However, the times have changed and you've kept up. **You may take either the Mercenary or Pioneer Job in addition to any other chosen jobs.**



1: The Teyr Hinterlands

The forests of Teyr are a place of shadow and fear.

The Horned God's Pantheon, fey gods that revel and hunt, allowed the city of Neo Serannia to be raised from the ruins within the forest, and now prey on the adventurers who once lived within the town of Allestone. The mortals who remain live within the underground colony of Atvabar. They struggle to avoid being detected by the Beastmen of the Horned God, hoping to one day rebuild the bastion of adventurers that Allestone once represented.

Much of the technology of the "Kingdom of the Clouds" that was once the treasure of the forest has been lost, and as such all that the people Teyr can rely on is the lessons of the veterans who survived the great change.



2: The Thalassocracy

The people of Pal-Ul-Don were the most affected by the return of the Gods - the City of a Thousand Gods had finally lived up to its name, as the Goddesses Pal, Ul, and Don returned as the Pantheon of The Sea and Skies. The Pantheon drained much of the water of the Cicero sea and flooded the plains surrounding it, expanding the sea to cover the center of the continent. The Pantheon has taken great strides to advance the people and their industry, encouraging the machinists in their pursuits - giving the Thalassocracy one of the largest nautical and aerial force in the world. While the three goddesses seem to content in gathering wealth and honoring the many gods of the old city with it, the people are torn between their traditionalist ways and the seeming desire for the very goddesses they venerate to leave them behind for machines and money. The people of the floating cities and docks know great wealth...with the threat of the air force bombarding any who threaten them and their astronomical growth.



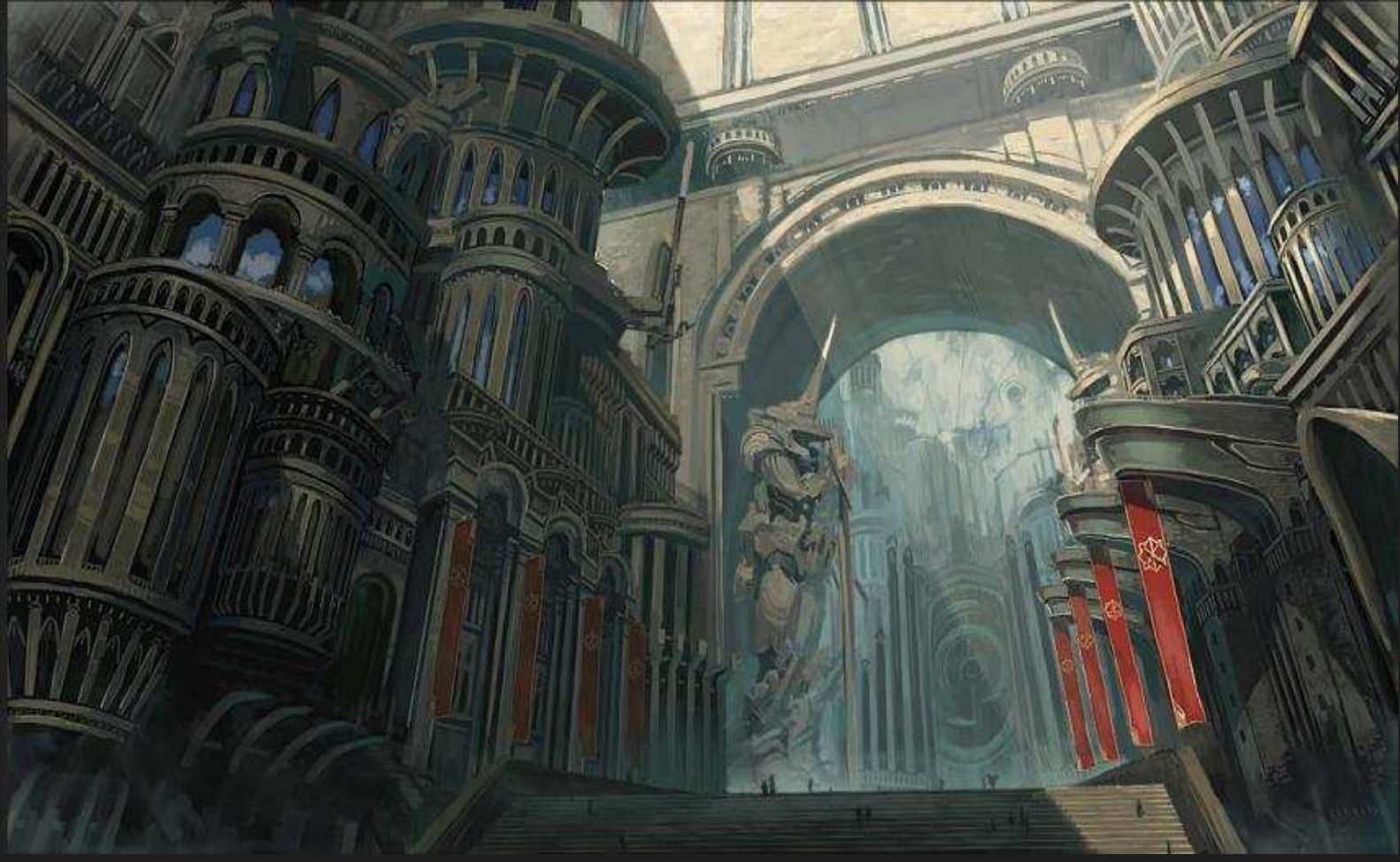
3: The Scirocco Labyrinth

The Pantheon of the Fallen Flame was not kind to the people of the once great desert kingdom. The very sands of the Scirocco desert became great rivers of flame with many of the Obelisks and oases the only ways to survive the sudden transformation. The Pantheon is made up of gods who rule over death and sunlight, lead by Lord Yama. They demand tribute to guarantee entrance into paradise from their servants, and these paradises do in fact exist at the heart of the Pyramids. What also exists is the grand vaults and coffers that these offerings to death are stored in. The populace is split between those fervent and desperate to earn the goodwill of death and those who use deceit to rob from the depths of this hell or sneak in to enjoy the fruits of the afterlife. Those who are caught are often submerged deep, denied death and left to forever burn in these flaming lakes. The ruins of the former kingdom's palaces still glitter with treasure as the fires rise ever higher, forming a massive series of flame-eaten catacombs that give the region its name.



4: The Sunset City of Rauu

The Pantheon of Mystery and Magic has claimed the jungle of Rauu, tearing much of it down to create its ivory towers. Lead by the deity of occultism, Rasputin, searching for the secrets of magic. Much of the desire to destroy the Job Stones among the gods had been sparked by this Pantheon's desires to ensure that they are the arbiters of all magical power. If anyone knows how to use the lost arts of Time Magic, Black Magic, and White Magic, it'd be them. Much of the Sunset City's trade is in secrets, knowledge, and the various exotic goods shipped in from across the Sunset Ocean. Where and how they get there is left to the Gods to know, but they have overtaken what remains of the jungles outside the City, causing invasive and powerful creatures to take the reigns there. Despite being a City of mages, due to their dogmatic desire to hoard magic, they employ the most witch-hunters to sniff out unregistered magic users and bring them in for their information to be wrenched out of their very minds.



5: The Kingdom of Saturnine

The Edelweiss Mountains were once known for being the places of wise men. However, the Pantheon of Virtue and Discipline have turned the once barren and cold mountains into a massive series of fortresses, the survivors of Zandipore and its kingdoms worked to the bone to erect these symbols of military prowess. The Pantheon, lead by Arcturus, see the existence of the unfettered and self-important gods as a blight upon the world, and so trains their faithful into almost machine-like combat experts. Already they have launched a number of crusades into the surrounding territories, pushed back by the air force of the Thalassocracy, the supreme technology of Neo-Serannia, and the mages of Rauu. Even so, Arcturus knows there is still the potential to recreate the Dragon Sword under his control, and is beginning to make inroads to doing so...though his designs to become the next Creator are unknown to the greater world, if they were to be made known to the greater public, a true War Between Gods would occur.



6: Barchester City

One of the few mortal settlements that is not directly ruled by the Gods, this city was created from the fallen remnants of New Zandipore alongside the surviving fallen angels that were once under Mastema's control. Seeing a common foe in the returned Old Gods, the devils and the mortals created a new society powered by the dark magic of the fallen angel and reconstructed Serannian industry. This, alongside acting as a haven for those who fled from Neo Serannia, Sunset City, and the Thalassocracy, allowed the newly created Barchester City to thrive and become a beacon of progression and liberty. Despite this, there's still tension. The devils know their bargaining position is strong, and enjoy a disproportionate amount of privilege and power because of this. Beyond even the social stratification caused by the unlikely alliance, Barchester is alone as a city of mortals in a land ruled by gods. Were the theocracies to turn their attention to it, it would fall in days.



7: Neo Serannia

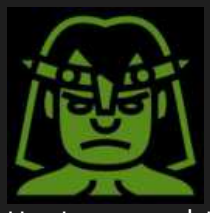
The Pantheon of Light and Life once ruled over this flying city, built from the Palace of the Damned that was miraculously cleared out by the Braves of Light. Ruled by Apollo, the Pantheon and their followers took to the heavens beyond even where the Thalassocracy went in the hopes of touching the stars themselves. However, while the other Pantheons believe that Apollo is still watching the stars and looking to the heavens...They are wrong. Apollo is dead, as are their allies. Neo Serannia, using powers and technology granted from an otherworldly visitor, became the first known Godhunters and succeeded at defeating their quarry. Now, the Neo Serannians secretly scheme and send agents down below (an irreversible act due to the sheer altitude of the city) to share the knowledge and powers they've attained: The gods can be killed. Mortals still have a chance. And we can do it together.



8: Atlantis

Beneath the Palace of the Damned, there was a ruin discovered, in a drowned place. Crystals, light, sound, and life seemed to dance here. In mysterious caverns within the ever-winding reefs, there are signals being sent and received. There are portals to other worlds, flickering and unreliable, but there. The Visitors that the Lensman arrived to herald, warning the mortals of this world and testing their might in hope that they may survive, have their fingers here. Many of the native beings are stranded and naturalized outsiders from other worlds, with unique powers and cultures that mingle in the lost ruins of Atlantis. Who knows what treasures and dangers can be found in the detritus of stars that may have long since died?

While all of this land's people are equally capable in their Jobs, you may choose a race for aesthetic reasons and a unique perk.



Native to this land, **Humans** have no particular strengths, instead favoring flexibility in their attributes and skills. Natural-born survivors.

Race Perk: You are capable of shaking off supernatural status effects such as Curse or Petrification by expending your stamina in the form of health.



Alves are an ancient race that once made contact with the entities of Atlantis, resembling humans with strange proportions. They favor magical capabilities overall.

Race Perk: You are capable of utilizing a quarter of the usual adventurer's mana pool in order to either use the Libra spell (capable of ascertaining an enemy's health and mana) or remove a physical status effect such as Poison or Blind.

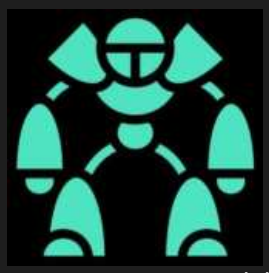


Hailing from the New World beyond the Sunset Sea, **Rakasha** favor abilities requiring precision, as well as an affinity for the Dark Aspect. They resemble traditional devils and demons.

Race perk: Your control over shadow is such to give you the equivalent to the basic offensive spell of Dark 1. In addition, you are capable of creating shadowy illusions and intimidating sounds and sights utilizing darkness.



Hailing from the land of Hyperborea, **Moreau** are diverse in looks, resembling any manner of beast, bird, or reptile with human proportions. They often have a natural strength and endurance that makes for fine warriors.
Race Perk: Your unarmed attacks have a chance of inflicting Life Break, while your roar or other cry has a low chance of inflicting Magic break.



A race created by the Alves of Serannia, **Machina** are powerful creatures built for all manner of roles in society. Modern Machina are capable of resembling humans with subtle mechanical features.
Race Perk: You are naturally armored (able to resist sword strikes easily) and resistant to physical status effects such as Bleed and Poison. However, you are susceptible to Air damage.



While Monsters normally are simply wild creatures such as Slimes, Dire Animals or Wyverns that have been corrupted or driven to frenzy, **Awakened Monsters** like you are Monsters that have awoken to reason.
Race Perk: You possess the benefits of a Monster Template as given in the Notes section. In addition, you have powerful natural weapons and basic elemental magic of a single element innately.



Riftborn are humanoid creatures that are often found near the Rift or born from people who live near long-term Rift tears. They often have hair and skin colors that are closer to creatures from the Rift than most humans, and naturally have multiple arms as well as occasionally other features such as eyes or tongues.
Race Perk: Riftborn are capable of utilizing multiple weapons at once due to their multiple arms, and their connection to the Rift lets them use Psi 1, a weak offense spell with no elemental damage type.



Creatures that normally kept to themselves, the shattering of the Tower of Heaven allowed the **Grounders** to emerge from their hiding. They resemble Alves, but have relatively short proportions and a variety of body colors and sizes. Naturally suited to earthcraft, they continue to stay to their warrens while occasionally welcoming outsiders in who prove their trustworthiness.
Race Perk: You are capable of shaping stone and dirt utilizing a quarter of a normal mana supply, allowing you to freely dig as if you had tools with just magical energy alone. In addition, you are capable of utilizing the same amount of energy to cast Earth 1.



Keepers are creatures that lived within the Palace of the Damned, often acting as guardians and gatekeepers.
Their appearances vary, but more or less appear to be any combination of fully-humanoid features with otherwise bestial bodies, such as a woman's head atop a large jungle cat. They are eccentric but brilliant as a whole.
Race Perk: Your magical nature allows you to drink deep of mana. You can expend a quarter of your vitality to restore an equal amount of your mana supply.



Elementals born from the shattered tower of heaven, **Swordborn** appear to be made of elemental energies coalesced into a human shape. They have very little idea of how they were created, and they have no grand culture, as such they tend to search for their meaning in this world.

Race Perk: You are an Elemental utilizing one of the Elements in the Notes section. You are healed when you take damage of that type, and can use a tier 1 spell of that element.



A strange race from the depths of the Palace of the Damned, **Atlanteans** appear to be capable of communicating between each-other wordlessly. They resemble a mix of deep sea creatures, insects, and fungal creatures, though all of them are humanoid and bipedal in their features. Their goals are difficult to discern, and they are difficult to kill.

Race perk: You are capable of using Brainshock, spell that is capable of inflicting Confusion and Silence. In addition, your natural health regeneration is double that of other races.



The energies suffusing the land from the fall of the Dragon Sword did not just spawn the Swordborn. Many of the children after the Tower of Heaven's destruction were born with the Tower's energy coalesced into them, creating the **Dragonsouls** - humanoids with a draconic body, including scales and wings, and a talent for an element reflected by their scale's hue.

Race Perk: Your talent with an element of your choice allows you to get a discount on the mana costs of spells sharing that element, and when exposed to that element in the form of an attack or environmental effect, you gain a temporary mana regeneration effect. You also have a pair of wings, giving you flight capabilities.



Drop In

You're one of the mysterious "Drop Ins", named such as many of you (including yourself) have literally entered this world having been dropped while within a small metallic capsule with no memories. You have no idea where you come from, or your place in this world...but that means you're free to create your own destiny.

Like a Falling Star (100): Without any preconceptions of what you should be, you have an easier time being authentic to yourself - your foreign nature being easy to ignore in light of this genuine nature of yours. Despite this, your earnestness doesn't protect you from being ostracized for being an uncouth person, though.

Photonic Vision (100): The glimmers of your true power. You are capable of seeing concentrations of magic and an energy known as the "Photon" - the energy that signals Rifts between Worlds. This will often allow you to sniff out strange phenomena, and in turn can allow you to find natural portals in the world to utilize.

Stranger in a Strange Land (200): Your biology is somewhat different than the others here, being almost chimeric. You may choose an additional Race, or take an additional Monster Template if you desire. This can only be taken once.

Photonic Glide (200): You are capable of gathering Photonic Energy from the Rift beyond the world and use it to "fly" by slowing and directing your fall, a form of gliding which allows updrafts to take you even higher into the air.

Adjustable Biology (400): It seems you've gone just beyond being odd in biology, you've started to mess with it outright! You have the capability of creating and using technology capable of shifting someone's biology, changing their sex and general build as well as being capable of granting them the effect of "Stranger in a Strange Land." If they already were manipulated this way, any new manipulations override their previous ones.

Photonic Weaponry (400): You are capable of now manifesting weaponry out of Photonic Energy, a form of raw essence that deals Kinetic damage, a damage type that is especially potent against non-magical defenses. It takes seconds for you do do this, so switching weapons mid-combat is possible!

Extraterrestrial Enlightenment (600): The energies of the Rift inside your cells have reacted strangely to the divine energy unleashed by Jobs and Job Stones. Born from this collision of forces are the Capture Beasts, mysterious creatures which each begin with the 100-point abilities of a Job of your choice. You start with two. More information about how Capture Beasts work, how they develop, how you create them, and what is necessary to both create them as well as utilize the most of their powers can be found in the "Capture Beasts and you" section of the notes. The most important parts to know right now is that as you are bonded with and grow closer to the Capture Beasts, they will eventually reach Mastery in their job. However, they cannot use the effects of their Mastery job perk unless they are fused with someone they consider their "Master".

Photonic Armor (600): You have reached the apex of Photonic Power. You are capable of shaping it in physical forms around yourself, creating constructs that can even operate as "armor" made of pure photonic energy. These Photonic Constructs rely on your control and willpower to stay stable, with attacks meant to destroy them taking their toll on your ability to focus - even being capable of knocking you unconscious if the stress on your mind is too much. Even so, a strong willpower will allow these photonic armors to withstand absolutely devastating attacks.



Godhunter

Whether inducted by a Serannian agent or another Godhunter, you have been taught the most valuable info possible: Gods can be killed, and their thrones toppled. Rebels and rogues all, Godhunters are as much driven by greed, ambition, and revenge as they are driven by selflessness and hope. They may not be the shining heroes that the Braves of Light once were...but they're what this world has to protect it.

The Will of One (100): The path of the Godhunter is a grueling one. You are surrounded by enemies on all sides with great power and prestige, and any person can betray you for the promise of a divine boon. Your sense of self-sufficiency and confidence has grown to compensate for this lonesome task, giving you the innate motivation even when all the world is your enemy.

Keep Quiet (100): Loud Godhunters are dead Godhunters. When almost every society in this land answers to your mortal enemies, you learn to obfuscate your intents and goals as you go about your business. You've got quite a bit of talent with acting discreetly.

No Easy Way Out (200): In this world, you've got to do things the hard way. Something you're well acquainted with, acquainted enough to already have a rough and ready "dirty" fighting style - while insufficient against those with magical abilities, against random beasts and even trained non-magical fighters, you can easily clear a room with a modicum of effort. You can apply this fighting style to your Job features to punch much higher above your weight class...though these tricks may not work on a God or a similar entity.

Due Vendetta (200): Godhunting is not a job undertaken by those with comfortable lives. Your familiarity with loss and pain allows you to draw upon it for motivation, hitting harder and faster as you fall deeper into despair...though also potentially making you more reckless in the bargain.

Here Comes the Arm (400): The nature of the Old Gods make them vastly more powerful than any given hero, even with Mastery of a Job. However, the secrets of Serannia have given you and your allies a method of fighting them on even ground. You are capable of issuing a Challenge to a divine creature, binding them into a fight to the death in which both you and that creature are on even ground - as if that creature had all of its skills and abilities, but lost any of the divine power that amplifies it into being untouchable by mortal hands. However, many Gods are still warriors and mages with centuries of experience...

Hope Rides Alone (400): The nature of hunting Gods means one is often put up against the wall, all your allies killed to a man and leaving you as the last one standing. At that last desperate moment...you blaze like a star of vengeance. When you are fighting alone with incapacitated or slain allies nearby, you take on the fighting strength of each of those allies for your own - getting a measure of their vitality and strength in a desperate and frenzied burst.

Light up the Night (600): Irreplaceable treasures granted from the depths of Neo Serannia, you are in possession of two Job Stones and 1000 JP to spend on Job Perks. In addition, you are capable of creating new Job stones from the hearts/essences of Gods you slay. These Job Stones are often themed after what the God was known for. They start at the weakest level (a single 100-point Job Perk) and require the blood/essence of divine creatures to advance.

In the Air Tonight (600): It is not enough to hunt alone. The world must change if it wishes freedom: A change you can herald. You may spend a week giving someone your full attention to induct a person as a Godhunter, granting them the "Will of One", "Keep Quiet", "No Easy Way Out", and "Light up the Night" perks. They do not start with a Job Stone, but may use yours to learn Jobs you know.



Darkhunter

When Mastema fell, many of their devils still pledged to fight against the gods. Many of the strongest devils were capable of threatening the Pantheons, requiring defenders against the darkness. The Darkhunters stepped up: Bounty hunters for heaven. While many have good intentions, just as many are fine with taking payment for slaying heretics and wannabe godslayers. After all, divine rule might be for the best.

Courtesy Call (100): What's the point in stacking bodies if you aren't known as the baddest ass in town? You have a sense of theater and intimidation that can easily sear the sound of your name into your enemies, forcing them to take action or run away in fear.

Wolf in Sheep's Clothing (100): You can't always be hunting devils. After all, there's only so many of them around at any given time. As such, you've got quite a bit of experience in the weaker quarry: Hunting down beasts and monsters. You have enough experience to say you've killed every dangerous wild creature in this world, though this skill is not very useful against intelligent beings - especially magical ones.

The Hounds (200): As a servant of the Gods, you have a bit of social cachet when it comes to getting assistance. And if you were to know where a Godhunter or similar is? Your charisma and ability to prey on mob mentality means that whipping even the most humble of towns into a murderous frenzy suits you just fine.

Friend Fatale (200): What is it about bounty hunters? You have a way of fighting that, while requiring you to pull your punches and essentially fight at a disadvantage, actually makes your opponents get a good impression of you and improves your relationship with them. After enough fights, they may actually see you as a sort of ally...something that can be reciprocated or exploited.

Blow Me Away (400): The devils of this world are powerful enemies, and you need every advantage you get against them. You wouldn't be a professional if you didn't know how to do so...so of course you're first in class when it comes to fighting entirely magical beings. You know a number of rituals and enchantments that can be done to disrupt and damage magical beings. The more "made of magic" the enemy, the further damaging and debilitating these spells are - while a wizard may lose focus on their spells and feel further pain to their mind, a full elemental monster will start feeling its body fail on it, slowed and dazed.

Kill the Lights (400): You can't be caught off your game, if you want to win the bounty hunting game. You have the capability of modifying your weapons to inflict the "Life/Magic/Power Break" status effects - a curse-like effect that reduces their maximum stamina, damage capacity, and magical potential with each successive strike. This curse wears off at the end of combat, but there shouldn't be an end that doesn't end with their death, if you're doing it right.

Dancing with the Devil (600): You were granted the most prized and coveted treasures of the old gods in order to enforce their will. You gain 3 Job Stones and 1500 Job Points to spend on Job Perks.

Partners in Crime (600): The final reward of your service to the Gods: You have a god as a Companion that has agreed to become your Soul Partner, granting you guidance and lending its powers to you. You may look to the Eidolon Generation section of this document to see the nature of the God and how it manifests.



Survivor

Not all mortals have given in to the regime of the Pantheons. While these outsiders do not seek to make war with the Gods, that sentiment is not requited. Staying out of sight and out of mind, enduring what they can, and only fighting when they know they will win is the creed of these survivors. But one day they will quit hiding, and when they do, the heavens will shake.

Scavenger (100): The lean years of being on the outside of the divinely chosen citizens has taught you that any bit of resources that can be gathered are valuable. You have a keen eye to find food, healing items, and weapons anywhere you go - scouring the place so cleanly it'll be weeks before you can find a similar amount of supplies in the same place.

Hardened Constitution (100): For those not in the thrall of the gods, it's hard living. Years of living in these conditions have made it that simply the act of getting a good night's sleep or eating a filling feast has the same effect on you as being healed with magic, and particularly satisfying feasts actively grant you greater strength and vitality. In addition, you are able to get a full night's sleep in less time and are a light sleeper.

Living Alliance (200): When the heavens are your enemy, you can no longer be picky about your allies. Your open mind and considerate manner give you the ability to recruit friends from all manners of life, even otherwise-mindless monsters.

Escape Artist (200): Fighting is a last resort for those who live in the shadows. You have a craven form of fighting that allows you to sacrifice victory and treasure to get a very high chance of completely avoiding the combat, giving you a great amount of expertise in stealth and how to cover your tracks. While this is less useful for avoiding the wrath of an entity such as Mastema's lieutenants, any mortal enemies or creatures will have a hard time pursuing you.

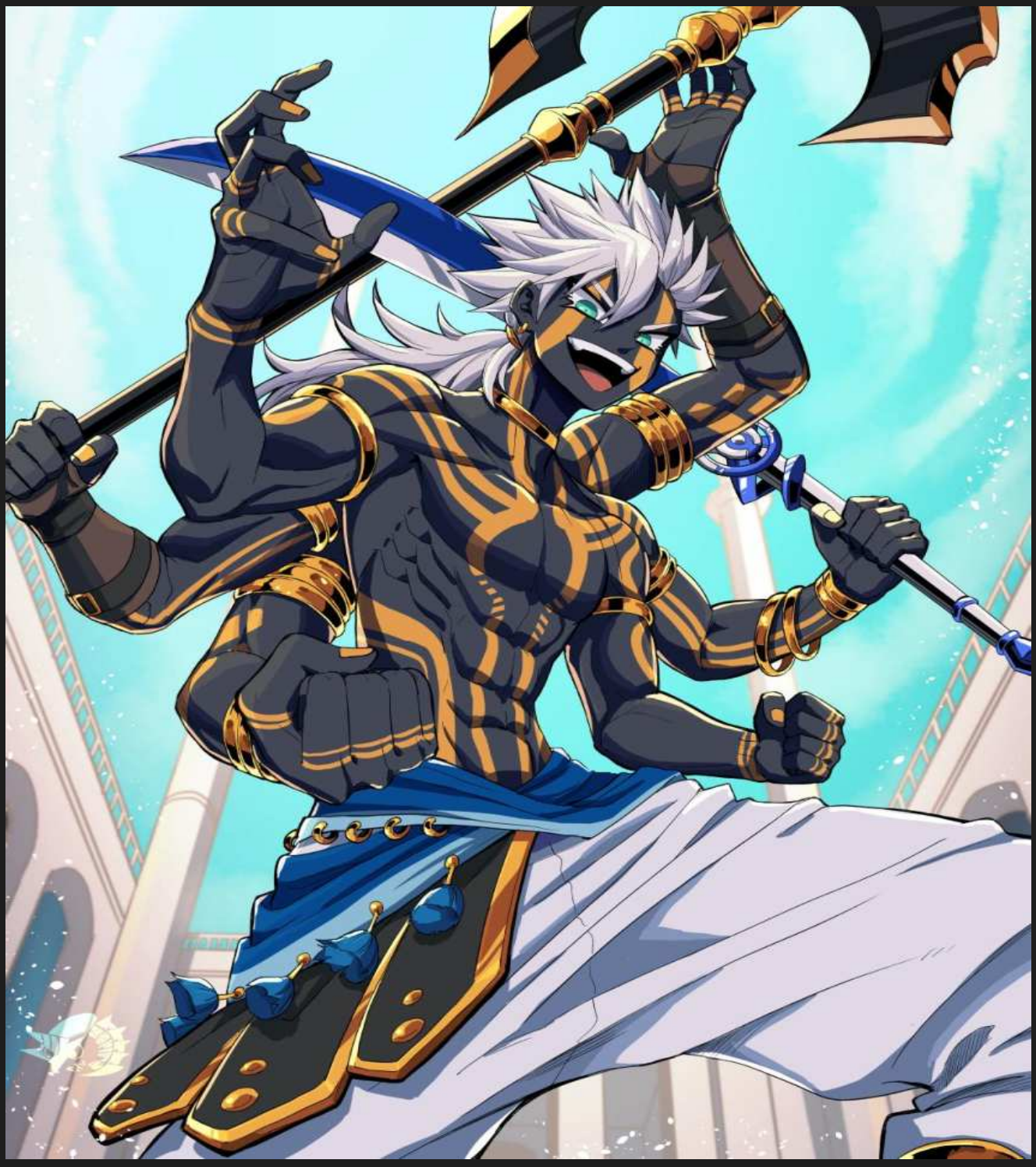
Master of the Dungeon (400): The dungeons of Old have something in common with the camps you know how to build: they were built to last, and impossible for all but the grandest of heroes to breach. You have the knowledge of how to build powerful fortifications, filled with deadly traps that can out-devil those who aren't brilliant or paranoid. Similarly, you have the knowledge necessary to traverse the dungeons of yesteryear that are less dangerous than the ones you are capable of creating.

Reverse Engineering (400): While many of the Jobs of this world rely on magitech, it is those like you who help maintain the technology that society relies on. You're able to jury-rig and fix magitech as advanced as the airships of Thalassocracy, though not quite proficient enough to develop entirely new ones or build them from scratch. Perhaps as you grow, you may learn to even match the Serannians in their expertise...enough to develop an intelligent self-sufficient race such as the Machina.

Soulbound Relics (600): Old treasures from the old world, these Soulbound Weapons are one of the few tools available to outsiders like you. You start with two Relics that act as Job Stones, each of which has every perk of those Jobs and Mastery of those Jobs. The passing of the age has left their mutating nature to the annals of history, but when they see enough battle, these Soulbound Relics may occasionally create a "juvenile" version that grows to the power of its parent Relic as it sees combat.

Kingmaker (600): There are those who go down in history as forgers of kingdoms. The raw material of a lord is in your soul: You have a mind like a steel trap, built for statecraft and logistics. The sheer "essence" of a commander is strong in your heart, enough to demonstrate to any doubter the strength of your claims - easily rallying outsiders to you.

Jobs are representations of sets of skills that adventurers and warriors in this world are capable of, allowing you to claim victory in a variety of ways. However, you do not get a Job unless a perk allows you to, and Job perks can only be purchased if you have the Job given by a perk. You can, however, spend CP on Job Perks once you have the job unlocked. Just like regular perks, Job Perks cannot be purchased multiple times. Perks aren't discounted and MASTERY perks are taken for free by having every perk in a Job's tree. You may eventually train and practice to gain Mastery in a Job, but it will take the better part of the decade to do so.





Author
While the bards of yesteryear have died out, there are still those who dedicate their lives to recording and reliving the acts of both villain and hero - even using them as inspiration for new and unique abilities as they tell their tales.

Tale of Terror (100): While you may not be as capable of transforming into a beast as the Blue Mages of the stories, you do have a talent for retelling their beastly exploits. You are capable of entering a state of Recording for one minute, during which you may "Archive" any spell or ability used by a monster or other non-sapient creature during this state. You are able to analyze the properties of Archived spells or abilities to be better informed of how to avoid them.

Recording Retold (100): Your training allows you to "Relive" any Archived abilities or spells you have previously Recorded. Using an Archived ability this way consumes the recording, requiring another recording of the same ability in order to be re-used. "Passive" effects when relived, last a minute after use.

Encouraging Edit (200): You are capable of using half of your mana supply to "repeat" an ally's action that you have just witnessed while in a Recording trance, utilizing your own mana supply and statistics to determine its effectiveness.

Chivalric Romance(200): While retelling the acts of monsters is exciting, your true passion is in heroes and adventurers. As such, you are now able to use a Recording trance in order to Archive Job abilities, such as Cavalier's Dive Kick or Demon's Bloodletter ability. These archives are still consumed upon use with "Recording Retold", as usual.

Inscription (400): It is not enough to merely retell the same stories. You must forge new ones. You are capable of now "Fusing" Archives into entirely new skills, taking elements of both to create something new. Often, these new skills will be weaker, but they can become new and unprecedented fusions of previous abilities. Being original, these fused abilities are permanently usable, though their component skills can no longer be Relived.

Omnibus (Mastery): Your greatest collection. You are capable of collating multiple Archived abilities into an "Index", one that you can either record down or use to Relive the Index. A written Index may be used to study and with time, develop the recorded skills. Reliving the Index instead utilizes every single ability within it in a flurry of actions, consuming the index in the process.



Battlemaster
Over the years, the warriors who were able to live through the great change had dealt with such tumultuous times that their flexibility in combat had grown to near legend status: capable of wielding any arms and armor, with decades of experience.

Weapon Master (100): Your training allows you to wield any medieval-era weapon with absolute ease, from the glaive to the bow to zweihander. In addition, you can use one hand to wield any otherwise two handed weapon due to your mastery of them: swing a massive maul in one hand and fire off a crossbow in the other!

Quickdraw (100): Catching you off guard is pretty damn difficult: you can easily unsheathe a weapon or notch an arrow at the drop of a hat, already swinging your weapon by the time anyone realizes a fight has started. Similarly, you can easily switch your focus from one target in a combat to the next at a moment's notice.

Magnificent Combo (200): By exhausting yourself as if you had been fighting for twice as long in combat, you are capable of unleashing a flurry of quick and powerful (at nearly twice potency) attacks from any weapons you're wielding, even capable of swapping weapons between strikes.

Oils Essentia (200): You are capable of creating 'oils' that apply elemental effects to your weapons and ammunition, allowing you to take advantage of weaknesses and any creatures that can only be harmed by magic. In addition, you are capable of utilizing oils that enhance your vitality and strength for a certain amount of time.

Magnificent Form(400): Expertise brings with it You have the fighting strength of 10 adventurers, a vitality to match, with punishing blows that are substantially more likely to critically hit, and with your skill, critical hits have a high chance of inflicting Despair, Bleeding, Slow, and Stun status effects.

Singular Strike (Mastery): Your skills allow you to finish the fight in one swing. You are capable of using a moment to prepare a highly accurate attack with your weapon that, when it strikes true, inflicts the Instant Death status on your foe. A foe with a strong soul or magical firepower may be capable of resisting it, but otherwise, simple brutes fall to their doom with scarcely an effort.



Cavalier
Drifters utilizing iron steeds and personalized armor, they have trained in martial arts from the old masters and synthesized them with their own technology. Many Cavaliers wander the world in search of rights to wrong.

Dive Kick (100): A signature technique of the Cavalier, you can fly high into the air with a single leap, propelling yourself into the air and coming down with a mighty force, channeling the kinetic force of the fall directly into your foe. In addition, you take no fall damage from this leap.

Cavalier Armor (100): You own and are capable of crafting a one-of-a-kind armor that is designed to your specifications in terms of design. With a single motion and command word, you are capable of donning this armor. While ensconced in this Cavalier Armor, you are capable of endowing your unarmed strikes with the Air element. In addition, you are much faster and stronger in this armor, quicker than a jaguar and striking with force capable of crushing stone. However, taking too much damage while in this mode will cause the armor to disappear, requiring you to manually repair its focus over a peaceful period of rest.

Armed Mode (200): The secrets of an even stronger armor have been revealed to you. You are capable of modifying your armor to have up to two of the following status effects active while wearing it, as well as a simple weapon such as a crossbow or dagger integrated Into the suit: Haste, Phys. Shell, Regen, and Elemental Omen. (Any element)

Rider Machine (200): An iron steed of your own design, this motorcycle is capable of carrying you faster than any living creature and only slightly slower than an airship at full stern. It is durable, and you can reconstruct it if it is destroyed.

Next Form (400): Your armor now is capable of enhancing the powers of your other Job abilities and can have an additional two status effects, along with new effects you can use: Spell Reflect, Levitate, and Stealth. In addition, your Rider Machine can now ride along walls and has a "jump jet" for additional speed. You are capable of easily integrating the Rider Machine as part of your martial arts

Charge Up! (Mastery): Your Cavalier Armor now has a "final form", a mode where your mana is expended at a constant rate. In exchange, your physical capabilities are improved several times over: for a normal adventurer, almost tenfold. Your Rider Machine becomes similarly enhanced in speed and durability. Finally, you may forcibly end this form by performing a Dive Kick, channeling all of your expended mana's worth of power in one powerful finisher.



Celebrant
The Tower of Heaven may be broken, but it is not without power, and the angels loyal to the Creator did not all die. Seeking a purpose, they respond to the calls of clever occultists who promise them glory and satisfaction, for good ends or ill.

Wandering Light (100): You are capable of calling upon a Warrior Angel, an entity of Light. Doing so takes a moderate amount of Mana, and the Angel is an eager fighter. However, it is only capable of casting Holy 1, and is relatively fragile physically. But you can call on as many as you have mana to summon.

Holy Chorus (100): Angels are known to enjoy music, and you have the skills to capitalize that. You have a good singing voice, and while you are singing a certain song, your angelic summons become amplified in motivation and power. As long as you are able to perform uninterrupted, the magic of your Angel summons is enhanced to its next stage - the Warrior Angel performing Holy 2, as an example. In addition, your singing grants your angelic summons health regeneration.

Sky Painters (200): You have a new suite of angels to call upon, the Weather Angels. These angels are capable of changing the Weather of the area around you, granting benefits and allowing their weather to act in your favor depending on which Weather Angels are called. The weather effects are Heat Wave, Monsoon, Thunder, Blizzard, Bright Sky, Tornado, and Fog. Further information can be found in the Notes section, but each angel takes a significant amount of mana to summon. However, they are much stronger than the basic Warrior Angel, and can cast the "Element 2" of their associated element as shown in the notes.

On Angel's Wings (200): If you are targeted by an attack while an Angel is currently summoned, you may use a moment's focus to redirect half of the damage you would have taken to an allied summoned angel.

Archangel's Favor (400): From the skies to the earth, you now have the ability to summon a Grand Angel for almost all of your mana supply. These angels are much more powerful than the others, but are a bit slower to act. They can call upon the Exceeded Element of light known as Aurora. With these, you have certainly earned the title of "Angel-caller."

Principality (Mastery): As the ruler of angels, you could be mistaken for the Creator. Within you is a "Heaven", a place where you can store normally summoned angels and items with a simple ritual., both of which can be called upon with little effort. These angels can also have damage redirected to them by "On Angel's wings".



Crusader
There were many people who lived and died without knowing the Creator was a tyrant. Those people see the return of the Old Gods as a sign of the end times, and so muster their courage to fight, even if it requires the help of fallen angels to augment their own Tower-born abilities.

For the Grace of the Creator (100): Your weapon can be infused with Light, allowing you to inflict the Silence and Sleep status effects on your foes with your strikes. These effects have a growing chance of being inflicted with each successive strike. In addition, as you take damage, you gather Darkness into your blade. After losing half of your vitality during the course of the battle, your blade is fully enshrouded, dealing Dark-type damage as well as inflicting the Poison and Blindness status effects. This stacks with the former ability, allowing a blade to inflict both Light and Dark damage.

Guardian Soul (100): You are capable of acting as a guardian angel to your allies. You are able to enter a state of protective instincts, during which you will automatically intercept any strikes meant for your allies. Your defenses are heightened during this state, causing you to take reduced damage - but you are unable to defend yourself if you are the target of any attacks, taking increased damage if directly targeted in exchange.

Avenging Blade (200): Each time you take damage in a battle, half of the damage you take is stored up as "Vengeance." You may use an elaborate strike to unleash the stored up Vengeance in one powerful attack.

Just Cause (200): If you are using either Darkness or Light aspects in your attack, you regenerate half the inflicted damage as mana and health. You also do additional damage with Darkness and Light aspected spells and attacks.

Witch-hunter (400): You will not fall to the sorcery of these false idols and their servants. When you are at low health, you may shroud you and your party in physical shell (which reduces damage taken by a significant amount) and spell reflect, which bounces targeted spells towards a non-reflective target. In addition, your strikes are now capable of damaging an opponent's mana in addition to their health.

Immortal Spirit (Mastery): As long as you have an ally still conscious during a battle, a weak version of Auto-Revive (leaving you at 5% vitality after use) will be active on you at all times. In addition, you have a strong natural health regeneration as long as you still have an ally conscious during a battle.



Demon

Whether they are truly remnants of Mastema's army or simply those who learnt from those bitter devils, Demons now roam the world with their dark arts - seeking to protect the innocent from divine tyranny, and establish their own freedom from all those who would try to control their destiny.

Blood Drinker (100): To battle monsters, one must become a Monster. You are capable of drinking the blood of a Monster in order to "learn" its form. You can expend half of a normal adventurer's mana to transform into that form, gaining all of its traits as well as its abilities. In addition, dying while in this form reverts you to your normal form. You unable to use any other Job's perks while in this form. You are only capable of holding one "learned" monster form with just this ability..

Bloodletter (100): You must be ready to sacrifice anything for victory. You are capable of expending your life force instead of mana for the use of any abilities which require magic. In addition, your familiarity with blood allows you to inflict Bleeding with your magical attacks.

Inner Demon (200): The darkness you've swallowed down has become a separate entity, following you as close as your own shadow. You are capable of manifesting your shadow into a form resembling an Archived monster form you possess. In addition, you can hold an additional two learned forms.

Echo of the Blighted Sword (200): A secret that was once only available to the Emissaries of Darkness. You are capable of wielding a single "Blighted" element from the Notes section, which has an additional Darkness element added to it, bypassing both resistance to darkness and the original element. Creatures that are resistant to both are still resistant, however. This may be taken multiple times.

Dark Allies (400): Ever closer you approach Emissary status. You can use your internal darkness to summon Dark creatures resembling your Archived forms for battle. In addition, you can now hold an additional 8 archived forms.

Approaching Storm (Mastery): You've done it. Your "Inner Demon" form now has power such as that of an Eidolon, utilizing that section of the document for its form. In addition, you may now hold an additional twelve learned forms. Finally, you are capable of utilizing other Job perks while in a Learned form.



Dynast

Blessed souls, the words of a Dynast hold power. Their commands instill those who follow them with a geas, granting them boons as they carry out their orders. Their nature infuses their allies with magic, replenishing their mana as they act in the Dynast's favor. Finally, their force of personality is dazzling...their allies moving to protect them, and their enemies hesitating to strike at the Dynasty's majesty.

Elegant Manner (100): The overwhelming charisma of a Dynast is enough to even stop enemies in their tracks. You are able to use a disarming smile and kind word to inflict the Charm and Confuse status effects on weak-minded or foes that already have hesitations. Even if your words are wasted on aggressive swine, you still will inflict a Cowardly status effect on them.

Protection Order (100): It would be embarrassing if you somehow got caught out in the middle of combat, or worse, failed your subjects. You can give your allies a standing Guard or Protect order. If ordered to Guard, they will be much more responsive about parrying, deflecting, or dodging any attacks aimed their way. If ordered to Protect, they will prioritize intercepting any attacks aimed your way, taking much less damage in the process.

Noblesse Oblige (200): It is only right that your commands be followed. What else can be done after seeing what you're capable of? You are capable of expending your mana to grant that same amount of mana across your entire party, dividing the amount expended evenly. In addition, you are capable of using an Inspiration order on your allies, giving them the Motivated status effect, allowing them to utilize their spells at a substantial discount, and quickening the time needed for abilities requiring a moment's focus to activate.

Order to Charge (200): All fighters, move out! Your zealous commands to attack empower your allies! You can use the Charge order to grant your allies the Courage, Hope, and Determination status effects. In order, these increase damage done with physical attacks, damage done with spells, and resistance to harmful mental status effects such as Fear and Charm.

Radiant Example (400): Why simply settle for being a good leader, when you can be a legendary one? You can strike a pose and give a rallying cry, granting your allies the Vigorous (effectively doubles health) and Haste status effects. In addition, this Radiant order enshrouds the weapons of your allies in your choice of air, water, or fire energy.

Knighthood (Mastery): Every lord needs their most dependable blade, so it is only right that you are able to find one of your own. You may designate a single ally as your "Knight", granting them the Courage, Hope, Vigorous, Determined, and Motivated status effects permanently as long as you are conscious and within eye-shot. You are also capable of using a command to have them act immediately.



Green Mage
With many of the magic orders, from Black Magic to Time Magic to Geomancy, dismantled by Rasputin, the only survivors to those manifold schools are the Green and Red Mages. While the Red Mages focus on piecing together and synchronizing what they can, the Green Mages have chosen to try to rebuild magic from the ground up: focusing on theory and fundamental.s. They are not strong, but they are skilled.

Basic Theory (100): You are capable of using Force 1, a weak offensive spell that deals approximately the damage of Fire 1, while having no elemental strength or weakness attached to it. You are also capable of casting Shield 1, a defensive spell that increases your evasive abilities. They're not much, but they're a key part of your studies. In addition, you are capable of shaping these magics and any others you know as areas-of-effect, be they "Force beams" or "Shield balls."

Environmental Aid (100): By calling upon the residual mana in your location, you are capable of casting the Tier 1 spells of elements you haven't learnt yet, such as Water and Air, as long as these elements are present in your current location. Even as you find other methods of learning these elemental spells, you can use this ability to discount their mana costs by a notable amount.

Enhanced Formulas (200): Your studies have fully paid off. You now have a suite of new features you can apply to your spells. The most obvious is that by tripling the amount of mana poured into a spell, you can forcibly increase its power to its next "tier." In addition, you can also pump more mana into the spell to allow it to target more allies or enemies, or even to give spells a "homing" component that vastly increases their accuracy.

Efficient Formulas (200): You have worked tirelessly, but your research has allowed you to become much more efficient with your mana - most mana costs you have now have a substantial discount for the same effect, allowing you to cast at the same level as before with much less effort.

As Above (400): Your Magnum Opus. Quite simply, this magical theory allows you to "invert" the logic of a spell - revival spells become the Instant Death status effect spell, damaging spells become healing, and so on. If the spell has multiple axes on which it can be inverted, you can choose such: perhaps you transform a air attack spell into an earth spell. Or maintain it's Air aspect and make it a heal instead.

So Below (Mastery): The world will know your genius. You are capable of casting a unique spell known as "Eversion", which if not successfully resisted forcibly applies the effects of "As Above" to enemy spellcasters - even allowing you to control the axis of inversion.



Landmaster
The advance of technology has created a new breed of weapon: The magitech vehicle known as a Landship. While still young, this weapon has a promising future ahead, especially in the hands of enterprising engineers like yourself.

Landship Engineer (100): You own a Landship, an armored vehicle. Its speed is comparable to a horse's sprint, though operation of the Landship requires mana to be poured into the engine. Your starting Landship is tough enough to be struck by a dragon's claws, but not enough to survive its breath for long. It has a heavy cannon that can grievously injure even tough demons, but the single-shot nature of the shells and time to load mean it takes time. Finally, no amount of healing magic will work on the Landship - you have to manually repair it over the span of a period of rest in order to heal it. If your Landship is destroyed, you know how to reconstruct it...but it'll be pricey. Finally, you are unable to use any other Job's abilities in conjunction with the Landship.

Maintenance and Logistics (100): Part of why you became a Landship Engineer is your eye for detail and efficiency, and that shines when it comes to keeping your Landship good as new. Not only is your ability to repair your ship enhanced to the point that you can grant it "temporary" health during combat by quickly patching any damage received during it, you can even fortify its main armor mid-combat by spending effort and working quickly, granting it further defense in anticipation of a mighty attack. You obviously also know how to construct new shells and bullets for your tank's mounted weapons.

Barrage Training (200): That's enough messing around with slow mortars. You've got work to do! You've not only learnt how to attach a rapid-fire turret as a sidearm for the Landship to use between loading shells, but you now know how to create "cluster" munitions that give a series of strikes against a group of enemies, rather than the singular blasts of the main cannon.

Thaumic Overhaul (200): While Landships are powerful weapons, they have difficulty overcoming the defenses of entities such as gods, or resisting the attacks of the same. No more. You have enchanted every aspect of the Landship, allowing it to easily stay toe to toe with magical opponents. You even can produce elemental shells!

Ace Custom (400): Your Landship has truly become your partner. You are capable of modifying it to have strange and unique modules to make it better at complimenting your other abilities: allowing you to utilize your job skills through the Landship.

Super Armor (Mastery): Your Landship now has the capability of transforming into a heavy armored humanoid not unlike a Machina. While in this state, you are fused with the Landship, gaining its defensive and offensive abilities.



Martyr
There are those who will endure anything to ensure their ideals live on. Learning the power inherent in sacrifice, your abilities allow you to suffer life's slings and arrows in order to confront your foes with a righteous fury.

Bloodlust (100): By harnessing the power of blood sacrifice, you can expend a significant amount of your vitality to enter a Bloodlust state, a form of Berserk that amplifies your strength immensely. Taking any damage while in Bloodlust grants you the Courage status effect, increasing your damage done with physical attacks even further.

Blood-soaked Knuckles (100): The power of blood, both yours and the enemy's, enhances your natural weapons. Your unarmed attacks do a great amount of damage while you are "bloodied", or damaged to approximately half of your peak vitality, and can overcome magical defenses in the bargain.

My Soul is Armor (200): Your soul's light shines brightest in battle. Whenever you take damage in battle, you are able to take half of it as damage your mana supply instead, reducing it by that much.

Critical Blood (200): You are capable of calling upon a deeper and more primal form of your bloodlust rite, sacrificing almost all of your life to enter a Critical state, with your vitality draining out till you pass out. During your Critical state, the sheer amount of magical damage your unarmed attacks deal is improved, almost triple the amount for a normal adventurer in this world. Your defense is similarly high.

Two Graves (400): It is not an exaggeration to say you would drag you opponents down to hell personally if you could. This is the next best thing. You are capable of splashing your blood onto a single opponent, attempting to inflict a vicious and specific Doom curse. If successful, any damage inflicted to you will be dealt back to them in full...and vice versa, though that is something you accept when it comes to your vengeance.

The Darkest Hour (Mastery): They say you can rest when you're dead, but that's still a bit too early for you. When you are lethally wounded, you can choose to fight for an additional minute after dying, during which your Critical Blood and Blood Soaked Knuckles are active at maximum capacity. If you are to be given a Revival spell before the minute is up, you will collapse stabilized but unconscious once the Darkest Hour ends.



Mercenary
A professional hunter of man and monster, this modern soldier utilizes a custom-made magitech tower shield and a variety of electrified weapons and restraints to overcome their foe by enduring their attacks as well as disabling their ability to fight back - while also calling on their squadrons to watch their backs and keep an eye on the corners.

Rook (100): You won't get very far in this world without a way of handling when times get tough. That's what this beauty is for. You own and know how to construct an extremely strong tower shield, with a few bonus features created specifically for you. Firstly, you are capable of utilizing a built in floodlight to inflict the Blind status on enemies in front of you. Secondly, those that attempt to strike you in melee will have to resist the stunning electric shocks that will retaliate when you are attacked, inflicting Paralysis on those who cannot handle it. Lastly, built-in speakers allow you to force everything in front of you back with sheer sonic force, potentially Deafening them and knocking them Prone. Not bad. Not bad at all.

Bishop (100): The best method of fighting is to cut off your enemy's support. Easy enough for you. You have both a number of melee weapons as well as a "stun rifle" and electrified net-bombs on hand, each one of your weapons dealing Air damage and having high chances of inflicting Slow, Paralysis, and Stun. You also are capable of setting up traps with similar properties that are excellent at interrupting enemy actions.

Pawn (200): It takes a team to survive this world, so you can make your own. Over the course of a peaceful day of rest, you can induct up to 8 allies with no other Job abilities as your Pawns, gaining all of your Mercenary Job perks, though they do not get any Pawns. You can only have 8 pawns with just this.

Queen (200): There are times where you simply must pull out all the stops. This is that time. You get access to a number of high power explosives capable of mimicking the Fire 2 spell in potency, as well as Tranquilizer rounds alongside grenades with the ability to inflict the Sleep and Slow status effects. You're trained how to use these properly, including satchel charges and rocket launchers.

King (400): It's good to rule. You are capable of accumulating more Pawns, granting you an additional 12 potential recruitment slots. In addition, you are capable of designating them roles such as Demolitions and Medic, giving them the ability to excel in such tasks. They also gain non-magical equipment necessary to complete them.

Checkmate (Mastery): Your crew will dominate as the highest in demand, and the strongest around. Your Pawn capacity becomes capped at 108, and you are capable of teaching the 100-JP perks of any other Jobs you have, though Pawns can only know two Job perks at maximum. Pawns must still fit the original requirements.



Pioneer

The world turns, and some things never change. Things break, stomachs empty, and things need to get done. Pioneers are those who take up that mantle with a gusto, taking on the humble tasks to the point that they become almost oddly awe-inspiring.

Tasty (100): A good cook is treasure enough in this world, but you take it to the next level. If you had access to quality ingredients, you could cook up feasts that actively grant the people that eat them the Vigorous (Vastly increased vitality) status effect, as well as resistance to certain status effects and damage types based on the ingredients - warm and hot ingredients could give resistance to Water damage, as an example, or cold ingredients against Fire damage.

Monster Rustler (100): You have a way of making yourself understood by unawakened and corrupted monsters. Chiefly, to understand who's boss around here. You can use a show of strength to enter a contest of wills with it. In your success, the creature's aggression will severely drop, reducing their offensive capabilities as they lose the will to fight. Tamed creatures may then be captured by further attempting to convince them to join your side, and any successful Charm effects on them will contribute to this.

Better than New (200): When you fix things up, they're more than fixed. They're improved. You can take time over the course of a peaceful rest to maintain a piece of gear such as a weapon or piece of armor, after which the piece of equipment is at Peak Condition. This wears off after a day or so, but during that time, the equipment is working at beyond its maximum capabilities, being much more durable or powerful than it has any right to be, just by the sheer amount of attention drawn to bringing out its best.

Wrestler (200): You may not exactly be the most bloodthirsty out there, you know how to protect yourself. You've got the raw strength and expertise that, while not easily translated into barehanded brawling, is extremely useful for pinning and throwing enemies, capable of flinging grown men like pillows and arm-wrestling with a dragon...and having a good chance to win.

Blood and Bone (400): You know just what it takes to get a little more out of the monster. You can pick through the parts of monsters and gods, and easily graft on their attributes to equipment - allowing you to use their signature abilities or have some of their strongest traits enhanced while using the gear.

Just what hits the spot (Mastery): Every morning, you can draw a hero's feast from seemingly nowhere, which when partaken of, grants all who feast upon it the Vigorous, Courage, Hope, Determined, and Focused (increased attack accuracy) status effects for the rest of the day. In addition, they may once be auto-Revived from death while under the effects of this feast.



Rocketeer
Raiders of the Sky, these marksmen use personal gyropacks to take to the air and fire their magelocks with precision, utilizing enchanted bullets and the gadgets of their utility belts to get the upper hand.

Gadget Array (100): As an inheritor to the machinists of old, you can utilize a series of trick-weapons that inflict unique and odd status effects. Your tricks can inflict status effects such as Exhaustion (which reduces the speed and strength of a foe), Oiled (receives vastly increased Fire Damage), Soaked (Receives vastly increased Air damage, but resistance against Fire damage), Frozen (Receives vastly more damage from blunt attacks but resists fire) or Withered (Vastly increased Fire and Water damage.)

Blast Off (100): A unique item in this age, this cutting edge backpack device has enough power from a Mana Core within it to lift a human into the air with the freedom of a bird. You know how to create these packs, but they require extensive training to use without crashing every 5 seconds. Luckily, you have that training, and thus are capable of taking to the air in combat, making you incredibly evasive against ground-bound enemies.

Fly With Me (200): ...Really now, what is it with bounty hunters and pirates? You have a roguish charm that allows you to negotiate with enemies mid-battle, either persuading them to join your side, give over supplies, or simply inflicting the Fear and Fascination status effects with your sheer audacity.

Magelock Load-out (200): You have access to a pair of Magelocks, enchanted pistols with customized bullets capable of mimicking any Element you can come across...though each individual shot is much weaker than any given Tier 1 elemental attack spell. Still, they're worth utilizing, especially in combination with your Gadget Array.

Air Superiority (400): What's a captain without their crew? Or a ship for that matter. You have both now, owning a pretty sizable airship and a crew willing to fight by your side manning it. This allows you to quickly (though not subtly) travel across the land, and the fire support from the (admittedly meager compared to a Landship) cannons is sure to be a surprise.

The Indomitable (Mastery): You are a legendary sky pirate! Your airship has upgraded from a sky-brigantine to a galleon in size, with a crew to match in terms of size. Your airship's cannons are now much larger, and your entire crew has access to gyropacks and magelocks, allowing you to fully live the pirate dream of raiding even the most confident of cities.



Red Mage
With many of the magic orders, from Black Magic to Time Magic to Geomancy, dismantled by Rasputin, the only survivors to those manifold schools are the Green and Red Mages. While the Green Mages wish to reinvent magic from the ground up, the Red Mages work on iterating on and preserving the most powerful magics known to history, as well as learning how to use them proficiently.

Vermancy (100): Your pledge to preserve the arts of the old mages has taught you how to wield both Destructive and Creative forces. You have access to basic White Magic, allowing you to heal vicious but not moral wounds, and remove basic physical status effects such as poison and blindness. In addition, you are capable of wielding the Tier 1 elemental attack spells of each element except Light and Dark.

Verblade (100): In order to further iterate on the ancient ways, you must be willing to diverge from them,. You are highly athletic, and capable of interweaving your spell-crafting with your melee combat styles to enhance the effects of both.

Dualcast (200): An innovation upon the arts of the old magic, you are capable of casting two different spells at once, paying the highest mana cost of the two spells in order to cast both instantaneously. This cannot be combined with Doublecast.

Doublecast (200): You have advanced upon the ancient magics, allowing you to get even further power from them then even the old masters could. You can pay a moderate amount of mana in addition to the normal mana cost for a spell in order to have the spell cast twice at the same time, activating as if it had been immediately re-cast afterwards. This cannot be combined with Dualcast.

Vermaximum (400): You have reached the extent of what has been archived of both White and Black magic, with any further lessons requiring a visit to Rasputin himself...You are capable of wielding White Magic in such proficiency that you are capable of casting Revive, as well as removing magical status effects such as Frog and Curse. Speaking of which, your Black Magic knowledge allows you to inflict basic magical status effects such as Poison and Confusion, as well as the second tier of elemental attack spells.

Avatar of Vermilion (Mastery): Neither Destruction nor Life, you have rode the line of magic and become a unique font of power. You and your allies all have a strong passive mana regeneration, and the first time they would completely run out of mana, their mana is complete restored to full. Their resistance to magic is greatly increased in the bargain!



Riftblade

When the Tower of Heaven shattered, the fabric of the realm became thinner, allowing for the birth of more Riftborn, and the arrival of more rift creatures. Many warriors, some of whom already had an innate connection to the Rift, have learnt how to utilize this and even integrate the ability to tear portals into the rift as part of their combat style, summoning feral beasts and even teleporting using them.

Psychoblade (100): By dipping your weapon into the Rift temporarily, you are capable of wreathing your weapon in Psychic energy, granting it magical properties without any elemental damage. This energy allows it to penetrate physical defenses easily, ignoring armor with quite a bit of effectiveness.

Tearing Rift (100): Through utilizing the natures of the Rift, you are capable of casting Gravity 1, a spell that reduces a creature's speed and deals heavy bludgeoning damage. In addition, you're capable of utilizing the gravitational force of the rifts to use Deflect 1, an ability that drastically lowers the accuracy of enemy attacks due to a disorienting vacuum force.

Sword Burst (200): Your mastery over controlled tears into the Rift allow you to create geysers of Psychic energy, acting as bursts of non-elemental magic damage that you can produce with an elaborate flourish of your blade. These geysers are more than capable of sweeping away weak enemies on their own, though powerful enemies are not affected by the kinetic force of the energy, they still take the damage.

Portal Jaunt (200): Your ability to utilize the rifts in combat is stunning. You are capable of quickly ripping holes into the Rift to teleport short distances - while the Rift is hazardous and the energy within it is corroding and damaging, it is a quick and difficult to track method of transportation. In addition, you are an expert at using these same tears in the Rift to redirect and dodge attacks, letting projectiles sail into a tear you quickly create, or forcing an enemy's strike to pass you by through sending them into a rift.

Psychic Battalion(400): Your mastery of psychic martial arts allows you to control your weapons with the power of your mind, and even allows you to summon forth additional weapons from the Rift made of pure Psychic energy.

Starsunderer (Mastery): You are creating a sword-shaped tear in the Rift - any portions of your foe that are struck by this are sent directly to the Rift, resulting in sickeningly clean cuts that more or less ignore physical defenses. It'd require vitality comparable to a God or an Emissary of Shadow to shake this kind of wound off, and they would not do so easily. However, the backlash of the Rift energy will constantly drain your health and mana down at an alarming pace while you wield it this way.



Ronin
Wandering warriors who have learnt the tricks of the elder shinobi to survive, they utilize both stealthy and underhanded tactics to get the drop on their foes. They're also well trained in heavily disciplined combat stances, allowing them to specialize in certain angles of attack and switch these specializations in the middle of a battle as need be.

Underhanded Toss (100): You have a pretty steady throwing arm, allowing you to accurately and easily fling anything from battle items to even your money as a projectile at your foes, with a variety of effects from Charm to Confusion to even simply dealing damage by flinging hard gold coins at your enemies.

Blade Test (100): You are capable of striking much harder while you're undetected - dealing vastly more damage with your melee strikes against an unsuspecting target. If they're weak enough, this could even defeat them before they realize a fight has occurred.

Deflective Stance (200): You can enter a Stance in which you have a high chance chance whenever struck to instantly return the damage back with a powerful strike, even capable of redirecting projectiles back to sender.. This stance requires mana to enter, and only lasts a minute. This stance cannot be combined with any other Stances.

Living Death Stance (200): When you are down to low health, you are able to take on a Stance that that causes your body to move quicker, gaining the Effects of the Haste and Regen status effects. This extends even when you've returned to full health, for the rest of the combat.

Empty Mind Stance (400): You are able to take on a stance during which any strike you make, especially ambushed strikes or critical attacks, has a decent chance of inflicting the Instant Death, Despair, and Knocked Out status effects. This stance drains your health while you are within it.

All as One Stance (Mastery): You have created a new stance, one of which allows you to have every Stance's effect active at once - allowing you to deflect attacks, inflict Instant Death, and buff yourself at low health all at once. In addition, your Stances cost less mana and health to use.



Sage
Many have tried to learn from history not to repeat it, but the Sages are capable of repeating it very well. They are capable of telling the stories of old known as Sagas, granting their allies "roles" within these sagas that give a variety of effects. At the apex of a Sage's strength, they are capable of even completely drawing their audience into a Saga, manifesting it as a physical area in another time and place.

Hero's Ballad (100): You are capable of telling a story during battle, the contents of which can improve the combat and magical capabilities of your allies as you're telling it. One or two of the stories you know are even capable of granting your allies mana and health regeneration, though if you are Silenced or attacked during this the story ends prematurely and all benefits are lost.

Condemnation (100): Knowing the stories of eld has also taught you how to curse people out with the weight of magic behind it. You are capable of expending mana while laying into someone, the mental attack having a high chance of inflicting the Despair and Revulsion status effects, and a low chance of inflicting the Doomed status effect.

The Never-ending Saga (200): You are capable of telling a Saga that manifests the features of a Legend onto one of your allies. Your ally's changes are marked by the Legends in the Notes section - take care, as they may act quite different from usual, or even decide to take a new direction with the battle! In addition, your ally who is taking on this mantle is unable to use their other abilities until the Saga is over.

Moments Occasion (200): By repeating history, we make it happen once more - you are capable of calling forth one of the Historic Moments as noted in the Notes section. Doing so requires a significant portion of your mana to do, but they are extremely powerful singular effects.

The Hero is Back (400): You no longer need your allies to host the spirits of the Legends - they return, fully fledged as noble spirits ready to fight...though obviously requiring some management on your party. Summoning forth a Legend spirit requires a massive portion of your mana, but their power is well worth the cost.

The World's Stage (Mastery): Thus let us be actors! You are capable of expending enough mana that even a veteran adventurer would be spent in order to create a massive enchanted "pocket space", one that is related to either one of the Historic Moments or one of your Legends. While this space can be escaped, you have a great amount of knowledge of what hazards and benefits this "Stage" holds.



Scion

Those who have consumed gods, Scions have the capability of mimicking the powers of Eidolons, manifesting the bodies of the gods temporarily to overwhelm their foes, an act which if done too freely can allow the Eidolon's will to take over - transforming the Scion into a Godwoken for short amounts of time, allowing them great power but no control.

Godhand (100): You may take a 200-point Power from the Eidolon generation section. While in combat, you can expend a substantial portion of mana to manifest that feature. While utilizing this Godhand, you have a small chance at any moment during the fight to become Godwoken. The Godwoken status effect acts as a combination of the Berserk, Confused, Courage, and Hope statuses.

Divine Title (100): You may choose one of the Roles from the Eidolon generation section. You may gain access to the basic power of that Role, a reward for your persistence in seizing heaven's throne. While using your Godhand, your chances of becoming Godwoken increased.

Transformed in Body (200): You may expend a substantial portion of mana to transform yourself, gaining the innate features of one of the Heritages from the Eidolon generation section, chosen when you take this Job Perk. This transformation lasts for a few minutes, which should be enough time to finish any fights. This transformation increases your natural chance of becoming Godwoken, which stacks with any other abilities increasing your chances of losing control.

Transformed in Soul (200): You may expend a substantial portion of mana to transform your own innate life energy, gaining one of the 400-point Powers of one of the Affinities from the Eidolon generation section, chosen when you take this Job Perk. This new form lasts for a few minutes, as staying much longer may result in becoming permanently Godwoken. This transformation increases your natural innate chance of becoming Godwoken, which stacks with any other abilities increasing your chances of losing control.

Divine Cannibalism (400): The reason Scions exist. You may devour the heart of a divine creature in order to gain a chance of getting a new "Divine Title", "Transformed in Body", "Transformed in Soul", or "Godhand" option. Any new ones still use the previous rules for deciding how they manifest, and additional Godhands increase your innate chances of becoming Godwoken.

Grand and Intoxicating (Mastery): When you would be defeated in battle, you instead become fully Godwoken, transforming into a godly form created using the Eidolon Generation section, resurrected with half health. You are Godwoken until this new form of yours is brought down, returning you to your normal mode, but unconscious. Notably, this form's abilities can differ from your previous choices, and as such may use more than one Heritage and Affinity at once.



Smokedancer
An occultist that has access to herbs and poisons useful for their ends. The Smokedancer burns these reagents to inflict toxic effects on their foes, blearing their eyes and melting their mind with the potent poisons within. They're also capable of breathing in certain smokes or blowing said smokes onto their party members, sharpening their minds and quickening their movements.

Toxic Fumes(100): You are capable of creating smoke-bombs that, when inhaled, force the victim to resist being inflicted with whatever status effects you infuse into the smoke. With just this level of knowledge, these status effects are Sleep, Burn, Silence, Fatigue, Blind, and Poison.

Alchemic Expertise (100): As a basic skill of this world's Alchemists, you know the recipes and ways to create natural remedies that heal light wounds, as well as stirring someone's natural health and mana regeneration.

Vanish into Smoke(200): Your ability to use your smoke to evade foes is extremely precise. You are able to create smoke-bombs that grant you the Enshrouded status effect, imposing the Blinded status effect against both your allies and opponents when they are targeting you, making it difficult to attack you with melee strikes and nearly impossible to target with ranged attacks or spells.

Perfumer (200): You are capable of creating potent perfumes that grant desirable boosts in motivation and clarity of focus in yourself and your allies. You are able to infuse the Courage, Focused, Determined, and Regen status effects into your smoke-bombs and other alchemical creations.

Mind-Altering Substance (400): The knowledge of how best to harm your opponents has become revealed to you. You are capable of infusing the Magic Break, Life Break, and Power Break status effects into your smoke-bombs, as well as the Insanity, Disease, and Knock Out status effects.

Avatar of Smoke (Mastery): After years of experimentation, you have learnt how to manifest your alchemical creations within your own body. You are capable of manifesting smoke from your mouth, nose, and pours that has the nature of any smoke-bombs you can create. You are immune to the harmful effects of your own smoke, and are capable of seeing through smoke perfectly.



Surgeon
A consummate medical professional, the Surgeon is capable of using a mix of needlework, drugs, and blade-work to prevent their allies from losing health as well as activating their natural healing processes - in addition, they can "graft" the body parts of slain creatures onto their allies to grant them new abilities and even potentially permanently increase stats.

This is Gonna Sting! (100): Knowing how to heal means knowing how to hurt, don't you know? You are rather effective at leveraging your knowledge of biology to make it hurt much harder when striking at enemies, adding a high chance of inflicting the Bleed and a rare chance of inflicting the Disease status effect with your attacks.

Some Extra Kick! (100): By adding some ...certain questionable ingredients to existing healing items and using more than one of the items in question as a material, you can "upgrade" the items in question — turning two or three potions into a hi-potion or combining a potion and an ether to make an elixir! In addition, whenever you apply a healing item to someone, it's vastly more effective.

Rub Some Dirt on It! (200): Your medical degree (from where, again?) wasn't just for show. You are capable of using some quick field surgery and blade-work to enhance someone's natural healing to the point they gain the Regen status effect. In addition, they also gain the Recuperation effect, which has a chance every turn to end a harmful physical status effect on the person who has Recuperation.

Grafting Mastery! (200): You are capable of harvesting body parts from monsters you've slain, giving you the opportunity to graft them during a period of peaceful rest. These body parts can be used to grant innate traits and natural weapons from monsters onto your allies, and yourself if you're willing to risk it.

It's Alive! (400): The secret of life!...or at least undeath. You are capable of using a lightning-charged bottle of liquid to inflict the Zombie status effect on a target of your choice. Dead creatures will be resurrected Zombified, while living targets will have a chance to resist. You are capable of using "Rub some Dirt on It!" to remove the Zombie status effect over the course of a peaceful period of rest.

Step Right Up! (Mastery): This one's much more impressive. You are capable of distilling the body parts of disaster-level monsters and gods into a coveted elixir: The Rare Draught. This drink grants a substantial boost to a certain statistic, such as Speed, Strength, or Intelligence. This benefit is permanent, and can be repeated as long as you are capable of finding more materials - this is rather costly in resources, as it requires essentially at least two intact body's worth of god/devil corpses to craft a single Rare Draught.



Tactician

Experts in diplomacy, statistics, and strategy, Tacticians can use probability-influencing blessings and tactical know-how to augment their allies in battle, allowing their hits to strike hard while their enemies swing to no avail - all the while, the Tactician is capable of demoralizing the enemy and potentially even bringing over disaffected monsters as allies.

We can Fight Together (100): Your understanding of your foes allows you to make them your friends. By observing an opponent for a moment, you can ascertain what it is that motivates them, allowing you to speak with them to get them to turn to your side. The stronger they are, the harder it will be for them to see you as worth listening to...but even so, failing to turn them will at least have them see you in a better light, potentially inflicting the Fascination status effect.

Keep your Focus (100): By utilizing a moderate portion of your mana, you are capable of giving each of your allies the Focused and Motivated effects, allowing them to gain a notable increase in their accuracy and allowing them to resist negative mental statuses.

Bonds that Tie (200): Your allies not only are loyal to you, but would fight and die for each-other...and often will fight harder for it. You are capable of manifesting the relationships between yourself and your allies as a tangible motivational force, close friendships, loves, and rivalries allowing them to break the limits of what they're capable of by going all out - as well as making them luckier and more likely to succeed in surviving whatever measures they take in the name of their loved ones.

Predictable (200): You are capable of entering a state of observation in which you are unable to attack, as well as Blinded and Deafened, but capable of predicting the attacks and movements of enemies that would normally be within ear and eyeshot for the next minute - allowing you to direct your allies where they need to be to maximize their potential.

Pair Up (400): Together, we are stronger. You are able to manifest a bond between two allies as a Pair - a powerful effect that grants both members of the pair the strongest of either partner's statistics, and allows them to utilize their own mana and stamina to empower the abilities of their Paired partner. In addition, they are capable of knowing each-other's thoughts and instincts. Stronger bonds amplify this effect, and even allow their stats to be higher than they would be individually.

The Master Plan (Mastery): It's all so clear to you. You are capable of manifesting a "Relationship Map" regarding yourself, your allies, and enemies. Through this, you are able to understand the nature and strength of the bonds around you. You are able to understand what it would take to strengthen or weaken those bonds, or even how to form entirely new ones - such as with your foes.



Trickster
The legacy of those flamboyant schemers lives in these outlaws, who use long-stolen magic items and plagiarized arcane tomes to create illusions, steal magic itself, and perform other wondrous feats of roguish finesse.

Nothing Up my Sleeve (100): The first secret of being a trickster - good magicians borrow, great artists steal. In your case, you know how to make your enemy's strength your own. Your attacks have a high chance of having a form of mana leeching, sapping the victims of their mana and restoring your own mana by that amount.

Knife Throwing Act (100): It's a useful trick, and diversity of spectacle is always welcome for a Trickster's repertoire. You are well trained with daggers, even capable of throwing them as pinpoint accurate projectiles - able to use them with such effectiveness that you have a high chance of critically hitting with them.

Now You See It (200): You are capable of using a moderate portion of your mana to create a Decoy, an illusionary copy of you or your allies, requiring a high intelligence or perception in order to discern them from the real thing. Decoys have phenomenally low health, but are extremely evasive and difficult to strike.

Light as a Feather, Stiff as a Board (200): This one's a crowd pleaser. You're capable of using the Levitate 1, Strand 1 and Shell 1, spells that inflict status effects on their targets. While Levitate and Shell simply add on their effect, Strand adds a modified version of Levitate that also Paralyzes the target, making it difficult for the victim to escape any attacks being done to them.

Was This your Card? (400): Now this is something else. You are capable of making a retaliatory attack against anyone who casts a spell or has a positive status effect put on them in battle. This attack, if successful, has a moderate chance of allowing you to cast the spell that was just "stolen" by that attack for the rest of the battle, or remove the beneficial status effect and place it on yourself.

A True Magician (Mastery): Never reveals their secrets. You are capable of masking your spells to simply 'lie' to any observing magic what spell it is or what it's capable of, as well as being excellent at stealthily casting spells. In addition, you are capable of storing any spells stolen with "Was this your card?" in a specific dagger you own, allowing you to cast that spell freely as long as you are wielding that dagger.



Warden
Those who command nature, Wardens can utilize primal magics to command animals and plants, as well as infuse the attributes of nature such as the bear's might or the wings of a hawk into their own body or the bodies of their allies.

Beastly Aid (100): Your expertise with the beasts of the wild allows you to convince non-magical wild beasts such as hawks and wolves in droves to fight on your side, as well as being capable of speaking with them and getting additional aid such scouting or gathering supplies. While they're not proper monsters such, they can do some damage even to Dragons if they gather in great numbers.

With Nature's Claws (100): Living among the wild beasts and untamed land has taught that you're just another animal - and all life is one, so why not borrow their form? You are capable of transforming parts of your body to mimic that of non-magical beasts, allowing you to fly, stride, dig, and slice with claw and tooth, as well as gain access to the armored hide of a rhino or an armadillo.

I am the Alpha (200): It's time to show everyone what the wild can do. You are capable of transforming into a form chosen upon picking this option, one that resembles a non-magical beast. However, this form is at least 5 times larger with the power of one that you could call a "King" - often being momentously powerful in speed and strength, often capable of commanding and bestowing their lesser counterparts with a measure of their strength, and having an Element infused into their being they are capable of utilizing in their attacks and actions.

Wrath of the Woods (200): Beyond commanding the world's animals, you are capable of calling upon the very plants to assist you. You are able to expend a moderate portion of mana to awaken plant life to assist you, often entangling your foes or slicing them apart with steel-like leaves. With a significant portion of mana, they may become ambulatory and fight on your behalf as awakened plant-type monsters.

Meld with the Earth (400): You may expend a significant portion of mana to become part of the local terrain. You get a benefit based on the local terrain, gaining a bonus to one of your statistics based on its entry in the Terrain section of the Notes.

Avatar of Nature (Mastery): You walk with the animals, and stride with the land. You are capable of animating entire swathes of land with Wrath of the Woods, and can change your "I am the Alpha" form and element at a glance. You are also capable of granting your allies the benefits of With Nature's Claws and Meld with the Earth.



Worldwaker
Shamans who call upon the primal wrath of the world in battle, they create golems from the surrounding terrain and elements and animate them with elemental spirits, creating temporary yet powerful allies as long as the Worldwaker can supply them with magical energy.

Earthspirit (100): You are capable using a moderate portion of mana to summon forth an Elemental of the Terrain you are currently in, with powers and an elemental affinity determined by that terrain as well. It's reasonably durable and strong, but it lacks the wisdom or intelligence to do anything other than directly attack what it sees as an enemy.

Earthfang (100): You are capable of calling forth the earth's rage more directly than the Earthspirit, expending a minor portion of mana in order to use a purely elemental burst of damaging magic based on the current terrain, around the level of the first tier of each Element's magic.

Enhanced Earth (200): The bond between Waker and World has deepened. Your Earthspirits are much more durable, and capable of basic tactics. Meanwhile, your Earthfangs are increased to the level of the Second Tier of magic for a mild cost increase in mana.

Riftspirit (200): You are capable of communicating with the Rift, summoning from nowhere a "Rift" terrain elemental. These elementals are not enhanced by Enhanced Earth, but can inflict non-elemental magic damage and are alarmingly aggressive, often being faster and more damaging than their counterparts.

Earthstorm (400): You can calling down power that was thought to be lost to this world. You can unleash the Earthstorm by expending a vast amount of mana, creating a series of elemental blasts that utilize the Exceeded versions of their terrain's ruling element.

Starry Night (Mastery): All of the worlds are one, and thus they can be called upon as one. Your Riftspirits are now upgraded to the second tier of their power, becoming fast as lightning and brutal in their offensive potential. Finally, you are capable of utilizing the Starlight and Void Earthspirits and Earthfangs from anywhere under the open sky, as the power given by Enhanced Earth.



Wyrmblood
An elemental mage that utilizes a wyvern mount as their familiar, capable of channeling their power to change its element and using its breath to bombard enemies through a ritualistic bond.

Wyrm Familiar (100): You have bonded your soul to a Wyrm, a horse-sized draconic creature you can ride as a mount. It is not as powerful as its larger cousins, but it is extremely agile and quick. When slain, your Wyrm reincarnates into an egg-like stone that can be hatched by channeling a vast amount of mana back into it. This Wyrm is also capable of breathing a magical breath, starting out with a magical fire comparable to Fire 1. You are skilled with riding this Wyrm through the sky, and are able to cast Fire 1 while it is set to the Fire element.

Breath Change (100): You are capable of channeling a significant portion of mana into changing the element of your Wyrm Familiar, which in turn changes the element of its breath and your Wyrm Familiar spell.

Intense Breath (200): The breath of your Wyrm has intensified, becoming capable of utilizing the second tier of whatever element it is currently set to. In addition, it is much faster and much tougher than it was when you first hatched it.

Fell Breath (200): The breath of your Wyrm has taken on esoteric properties. Your dragon's breath can now inflict status effects such as Burn, Bleed, Blinding, Poison, and Sleep when changed with Breath Change. While it is in this form, your Wyrm Familiar spell changes to a spell that can inflict it to a single target.

Breath of Death (400): A new and terrifying form of breath. Your Wyrm Familiar can now Breath Change into the Petrification, Insanity, and Instant Death breath-types, with accompanying changes to the Wyrm Familiar spell you are capable of casting.

Prismatic Scales (Mastery): Your Wyrm is now at the scale of an Ancient Dragon, large and powerful enough to envelop a castle in its breath. In addition, your Wyrm Familiar spell now fully matches the power of your breath, and the Wyrm itself can now Breath Change at-will without expending any mana.

Companions

Dungeon Finder (Free): You can create or import up to 8 companions, your adventuring party! Each one may pick an origin and has 600 points to spend on perks.

Looking for Group (100): You may create or import up to two companions as per Dungeon Finder.

The Grand Company (400): You may import any number of companions as per Dungeon finder.



Eidolon Generation

There are Devils, Gods, and grand monsters still in this world that can't be reflected by the mere statistics of the mortal races. This is where those legendary figures are created and reflected.
Eidolons are all made in this section utilizing 1000 Eidolon Points, or EP.

Eidolons must pick each of the following in the section: Type, Affinity, Heritage, and Role.

Eidolons must have a name and an appearance, which you can determine!



Type

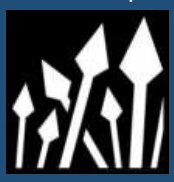
The Type of an Eidolon often determines its basic abilities and how it physically manifests.



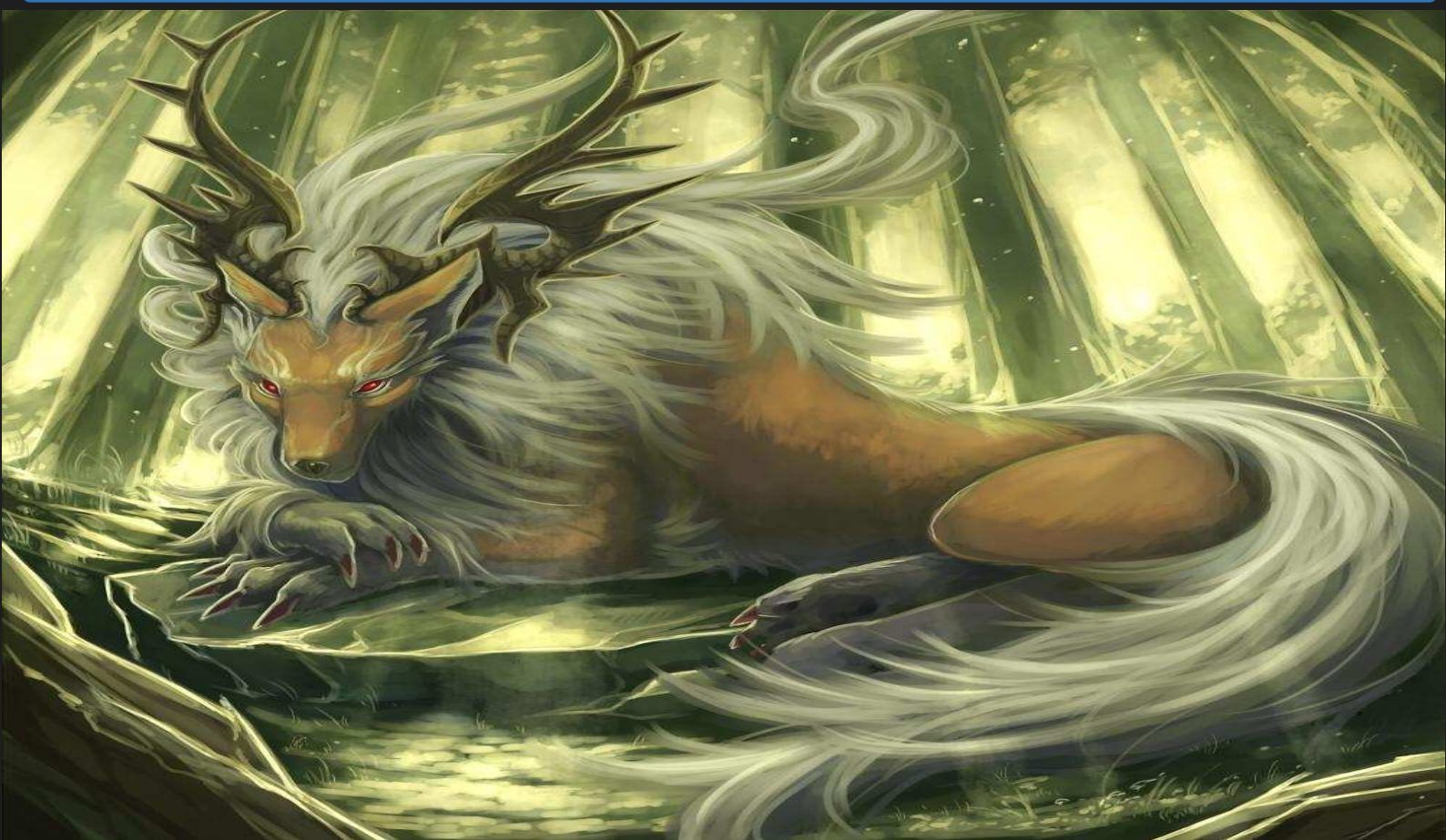
Individual: A singular combatant of towering power and strength, Individual-type Eidolons tend to have a vast amount of toughness and endurance, and their sheer power means they tend to start with a large amount of mana to dish out. However, they tend to be more susceptible to Status Effects, being a singular creature.



Squadron: Squadron-Type Eidolons tend to be about as tough and healthy as the average adventurer individually, coming in about groups of 8. They strike the balance between Individuals and Swarms, and are thus rather hard to hit, being rather evasive, as well as capable of utilizing teamwork between each-other. They are less susceptible to status effects, as they can survive one or two members being Knocked Out.



Swarm: Swarm-type Eidolons are relatively fragile and weak in each individual instance, but they make for it with sheer aggression and numbers advantage. They are more than capable of simply rushing their opponents, and in addition, they are nigh-immune to status effects as most sources simply cannot cover the sheer amount of bodies that comprise a Swarm, often dozens to hundreds.



Affinity
The Affinity of an Eidolon grants it the ability to purchase its related elemental Powers, and often, it's elemental weakness.



Fire

Blaze (200): The Eidolon has the ability to use a strong burst of fire damage comparable to Fire 2 with an extremely high chance of inflicting the Burned status effect on its target, and a moderate chance of inflicting the Withered status effect.

Fire Guard (200): The Eidolon automatically will retaliate with a burst of flame on any attacks made against it within melee range, strong as Fire 1, which has a high chance of burning the target.

Fire Omen (400): The Eidolon passively empowers its own fire-type damage attacks as well as those of its allies, improving them to the next tier - from Fire 1 to Fire 2, and Fire 2 to Fire 3.

Firestorm(400): The Eidolon unleashes a massive burst of flame comparable to Fire 2, large enough to encompass a castle if necessary - more than likely enough to engulf all foes in most combats.

Rise of the Phoenix (600): The Eidolon unleashes a burst of resurrecting flame, infusing all unconscious and dead allies with fire magic that restores them to life with full health, as well as granting them the Flamerisen status for the rest of the battle - granting additional fire damage with the potency of Fire 2 to each of their attacks and damaging spells.



Water

Tidal Force (200): The Eidolon utilizes a burst of offensive magic equal to Water 2, with an extremely high chance of inflicting the Soaked status effect on its target, and a moderate chance of inflicting the Staggered status effect.

Water Guard (200): The Eidolon automatically will retaliate with a geyser of water on any attacks made against it within melee range, comparable to Water 1, which has a high chance of pushing the opponent out of melee range.

Rushing Vortex (400): The Eidolon creates a wall of water swirling around its opponents, forcing them into melee range with its allies and preventing most attempts at escape, even via the air. If forced against the wall or pushed into it, they're sent flying back into the arena taking a large amount of water damage in the process.

Monsoon of Magic (400): The Eidolon is capable of taking a single spell cast by it or one of it's allies and infusing it into a massive tide of water, causing that spell's effect to be amplified across the entirety of the battlefield on targets it desires.

Shifting Seas (600): The Eidolon's patience can cut through mountains, and for good reason. Every few moments in battle, it and its allies gain one of the following status effects, and may gain all of them as the battle goes on: Regen, Vigorous, Shell, Focused, Determined, Motivated, Courage, Hope.



Air

Gale Force (200): The Eidolon unleashes a scything wind, with power comparable to Wind 2, with a high chance of inflicting the Withered status effect, and a moderate chance of inflicting the Deafened status effect.

Air Guard (200): The Eidolon automatically will retaliate with a burst of wind on any attacks made against it within melee range, comparable to Wind 1, which also has the additional effect of drastically reducing the accuracy and power of non-magical ranged attacks against it.

Whirlwind (400): The Eidolon unleashes a powerful burst of wind that deals heavy Wind damage, comparable to Wind 2, with a high chance of removing any targets it hits with the Whirlwind from the combat as they are blown far away from the battlefield.

Eye of the Storm (400): The Eidolon enhances its power by carrying the force of its strikes and swiftness of movements on the winds. Its power and evasiveness are increased heavily by this.

River of Blades (600): The Eidolon makes the very air the enemy. All wind and air in the battlefield begins attacking the enemy, inflicting the damage of Wind 3. In addition, victims are Suffocated, a form of Doom that does not effect creatures that do not need to breathe.



Earth

Stone Shards (200): The Eidolon unleashes a burst of shattered rock that can strike multiple opponents at once. This strike is comparable to Earth 2, but can strike up to 8 targets at once.

Body of Stone (200): The Eidolon hardens its body in response to battle. While in this state, its strength and endurance skyrocket in potency, meaning that it can easily stand against multiple opponents.

Earthen Coffin (400): The Eidolon can inflict a special variant of Petrification that traps its victim in a stone shell, inflicting heavy bludgeoning damage every few moments while it is petrified.

The Earth's Love (400): The Eidolon can manifest a massive earthwork shield around its allies, redirecting all damage that would be inflicted to them to itself for the next minute.

Atlas' Wrath (600): The Eidolon brings forth a catastrophic earthen pillar with the power of the Earth-elemental disaster behind it, inflicting this damage to all opponents on the battlefield.



Light

Flash of Light (200): The Eidolon unleashes a searing flash, with power comparable to Holy 2, with a high chance of inflicting the Blinded status effect, and extra damage against the Undead and Dark-aspected creatures.

Clear as Day (200): The Eidolon is immune to the Blinded effect, and can extend this immunity to its allies in turn. In addition, it is capable of using effort to inflict the Detained status, which causes all magical abilities to require substantially more mana to use.

Invigorating Light (400): The Eidolon grants the Vigorous status effect to itself and all of its allies with some effort.

Refreshing Light (400): The Eidolon removes all status effects from itself and its allies, by expending a status effect. It must be in daylight to use this ability.

Praise the Sun (600): The Eidolon makes the sun itself your ally. While in daylight during a battle, the Eidolon may make all opponents constantly take 2nd Tier Holy damage and constantly Blinded.



Darkness

Cursed Night (200): : The Eidolon unleashes a lashing shadows, with power comparable to Dark 2, with a high chance of inflicting the Poisoned status effect, and a moderate chance of inflicting the Despair status effect.

Retaliatory Darkness (200): The Eidolon automatically will retaliate with a tendril of shadow on any attacks made against it within melee range, comparable to Dark 1, with additional damage against Blinded targets.

Hungry Shadow (400): The Eidolon can grant the Shadowed status effect to itself and its allies, which grant additional darkness damage to their physical attacks and magical damage, comparable to Dark 1.

Mire of Shadow (400): The Eidolon can force its enemies to have to fight in an empty, fearful night. The darkness will constantly Sap at their health, and Slow their movement and actions. However, it and its targets must be out of direct daylight in order to use this ability.

The Night is Young (600): And full of promise. The Eidolon may, while outside of direct daylight, change its Type, becoming a Squadron-type, Individual-type, or Swarm-type at its leisure.



Heritage

The Heritage of an Eidolon grants it the ability to purchase its related Heritage's Powers, and often, a passive bonus to its Type's initial stats. It often informs its physical appearance as well.

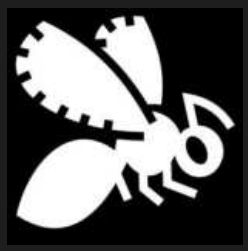


Beast

Brand New Animal (Passive): The Eidolon's strength, speed, and endurance are substantially increased, each individual being as if it was one phase higher in individual might (squadron to individual, swarm to squadron, and individual becoming even mightier.)

No Mere Prey (200): The Eidolon demonstrates why it is considered a force of nature. When bloodied (aka below half of their health), the Eidolon's physical capabilities skyrocket in potency.

Go for the Throat (400): The Eidolon's viciousness shines through. When attacking a bloodied opponent, the Eidolon's critical hit rate becomes dramatically higher.



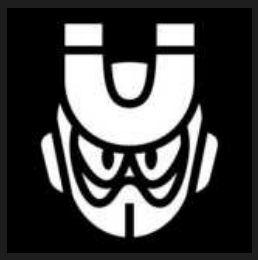
Insect

Defiant Soul (Passive): The Eidolon is immune to mental status effects such as Fear, Despair, and Charm.

Hungry Proboscis (200): The Eidolon's melee attacks have a chance to return a portion of its health back when they successfully strike.

Toxic Needle (400): The Eidolon utilizes a powerful toxin, allowing its attacks a chance to deal the Diseased and Fatigued status effects.





Construct

No Blood to Bleed (Passive): The Eidolon is immune to physical status effects such as Petrified, Bleeding, Suffocated, and Poisoned.

See How Long it Takes (200): The Eidolon's healthiness and durability are dramatically increased, as if it had been put under the effects of Vigorous. Worryingly enough, this prodigious health pool can be enhanced further by said status effect.

No Will to Break (200): The Eidolon's resistance to mental status effects such as Fear, Despair, and Charm is dramatically increased.



Dragon

A Creator-damned Dragon (Passive): The Eidolon gains another 200 points specifically to spend on purchasing from the Affinity powers section. In addition, it has the capability of flight innately.

Shadow of the Dragon (200): The Eidolon is capable of giving a grand roar, an action which has an extremely high chance of inflicting all foes on the battlefield with the Fear effect. Those already afflicted with Fear will instead Panic.

Otherworldly Breath (400): The Eidolon is capable of creating a powerful cloud of its Affinity, a massive area-of-effect attack equivalent to the 2nd tier of that element's attack spell.





Elemental

Being of Power (Passive): The Eidolon gains another 400 points specifically to spend on purchasing from the Affinity powers section.

Extreme Exceed (200): The Eidolon is capable of using a significant amount of its magical energy to empower it Affinity powers to have the effects of that element while Exceeded.

Blood of the Elements (400): The Eidolon is immune to physical status effects such as Petrified, Suffocated, and Poisoned. In addition, it is capable of healing itself by absorbing its element from the surrounding environment, if the Terrain is aspected to it.



Fae

Fae Omen (Passive): The Eidolon passively empowers its own Light-type damage attacks as well as those of its allies, improving them to the next tier of strength.

Geas (200): The Eidolon may use effort and magical energy to strike an enemy with a Geas, which has a high chance of inflicting Detain.

Unequivocal Exchange (400): The Eidolon may use effort and magical energy in order to inflict a Body Exchange on an enemy, which if successful will inflict the enemy with Slow while placing the Haste status effect on the Eidolon.





Fungus

You Can't Kill Me (Passive): The Eidolon's health regeneration is vastly increased, as is its natural supply of health to begin with.

Craven Cavern-Dweller (200): The Eidolon's critical hit rate dramatically increases when attacking a Poisoned, Diseased, or Paralyzed target.

Stun Spores (400): The Eidolon may use magic energy and effort to inflict the Paralysis status on an enemy, with an exceedingly high chance of success.



Mystic

Enchanting (Passive): The Eidolon's store of magical energy is dramatically increased, as is the ability to naturally regenerate that mana supply.

Azarath (200): The Eidolon may use its magical energy to remove all positive magical status effects from its target, up to and including Physical Shell, Magic Reflect, and Haste.

Metrion (400): The Eidolon may use a substantial portion of its mana in order to negate the casting of an enemy's spell.

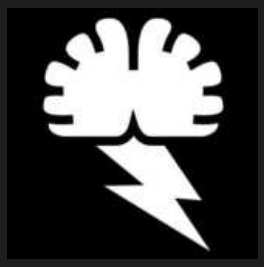


Ooze

Malleable (Passive): The Eidolon may change its Type at the beginning of combat, which lasts until the end of battle.

Numbing Goo (200): The Eidolon may use a minor portion of its magical energy in order to make all of its physical attacks have a chance of inflicting paralysis until the end of battle.

Protean Bulk (400): The Eidolon may use a dramatic amount of its magical energy in order to temporarily gain the Passive feature of another Non-Dragon, Non-Elemental Heritage, at reduced potency.



Psychic

Superior Being (Passive): The Eidolon is capable of using a substantial amount of its magical energy to gain extremely high accuracy and evasion boost against a single target, reading its next moves in order to outmaneuver it.

Mind Leech (200): The Eidolon's magical attacks absorb large portions of mana from their targets, transferring it directly to its supply of magical energy.

Crushing Intellect (400): The Eidolon's attacks have a vastly higher critical rate against creatures suffering from a mental status effect such as Fear, Charm, or Berserk.



Undead

Already Dead (Passive): The Eidolon is immune to the damage done by a critical hit, and has a substantially larger amount of health and durability. In addition, it is healed by Darkness-type damage. However, it is harmed by healing spells.

Spreading Plague (200): The Eidolon may use a substantial amount of magical energy to infuse its melee attacks with a health leeching ability as well as a moderate chance to inflict the Zombified status. Enemies zombified this way are Charmed by the Eidolon.

Fortitude of the Damned (400): The Eidolon may utilize a significant amount of its magical energy to survive an otherwise lethal hit, remaining standing but at death's door.

Role

The Role of an Eidolon grants it the ability to purchase its related Role's Powers, and often determines what its strong suit is in combat and otherwise.



Achiever

All As One (200): The Eidolon may utilize a significant portion of its mana to give every one of its allies all beneficial status effects currently active on it.

Inspiration (200): The Eidolon may use a moderate amount of mana in order to put the Motivated status effect on itself or others.

Heroics (400): The Eidolon may choose one Job. It has every perk of that Job except its Mastery perk.



Blesser

Empower (200): The Eidolon may use a moderate amount of its mana in order to place the Courage status effect on itself or an ally.

Refreshing (200): The Eidolon is capable of using a substantial amount of its mana to put the Recuperating and Regeneration status effects on an ally.

The Grand Return (400): The Eidolon uses a dramatic amount of mana to unleashes a geyser of rejuvenating light, infusing all unconscious and dead allies with holy magic that restores them to life with full health, as well as granting them the Returned status for the rest of the battle - granting additional light damage with the potency of Holy 2 to each of their attacks and damaging spells.





Corruptor

Touch of Failure (200): The Eidolon may use a substantial portion of its mana to inflict the Marked status on an enemy, drastically increasing the critical hit rate of attacks aimed towards the Marked enemy.

Seed of Death (200): The Eidolon can use a moderate amount of mana in order to inflict an enemy with the Diseased status effect, which reduces healing used on the Diseased enemy.

The Weakest Link (400): The Eidolon may utilize a significant portion of its mana to give every one of its enemies on the battlefield all malicious status effects currently active on a target foe.



Defender

Guardian Shield (200): The Eidolon is capable of redirecting all damage meant for an ally towards it, losing mana every time it takes damage this way, matching the amount of damage taken. When the Eidolon's mana is expended, it loses the ability to use this Power and cannot do so again until its mana has refilled to full. It cannot attack while using this Power.

Barrier (200): The Eidolon may use a significant amount of mana to put the Protected status on an ally, which is a potent defensive boost.

Ultimate Defender(400): The Eidolon now regenerates health at a rapid pace while using the Guardian Shield power.





Striker

Cry Havoc (200): The Eidolon is constantly Hasted during combat, having their attacks and cast times be noticeably faster.

Aggression (200): The Eidolon's attacks have 'double strike' property, meaning every strike it land has the effect as if it had landed twice in that single moment, only active during battle. As a consequence, it has a chance of gaining the Fatigued and eventually Exhausted status effects with each successive strike it makes during combat.

Otherworldly Combo (400): The Eidolon makes an alarmingly fast combination of strikes, each one dealing dramatically more damage than usual for the Eidolon's attacks. After making this combination attack, the Eidolon is automatically left Exhausted by this exertion.



Drawbacks

From the Era of Legends (+0): You may have been a part of this world once upon a time. If so, your Old Save Bonus determines how this drawback re-integrates your history here. If you were a Drop-In or a Hero of the Land, you were cast into the Rift Between Worlds during the background story of Super Dragon Sword, returning shortly after the beginning of this new chapter in Vonya's history. For those who are one of the Braves...well, look into the Cosmic Towers for further detail on where you are. You begin outside of the world of Vonya, trapped on another planet! For those who were Emissaries of Shadow, you realize you have been stranded in a timeline where your victory was rendered meaningless, and as such must now live in a world where your truest enemies rule the entirety of the world.

Sword Heroes Mania (+100): Despite the brutal nature of the takeover of the Pantheons, the world oddly found a fascinating game to take up its attention when not struggling to survive - Sword Heroes. An enchanted card game that automatically applies effects, shuffles the deck, and even creates illusionary battles between the creatures, it's hard not to like. Sadly, it seems that the world has fully latched onto it, as anything less than an outright fight to the death in terms of conflict is settled through Sword Heroes, enough of a mainstay that its a common form of haggling and socialization. Expect to have to get very good at this game if you want to get anything done peacefully.

Can't Trust Anybody Now (+100): It wasn't just empty posturing to say all the world could be your enemy. It seems that anyone you meet now has a decent chance of selling you down the river for the most meager of benefits, be it trying to lead you into traps, selling your information to your enemies, or even just trying to price gouge you. Bluh.

A Test of the Ancients (+200): The spirits of the heroes who contributed to the Job Stones rest uneasy. They do not see any heroes like the Braves of Light to step up where is necessary, and they are about to make it your problem. Your soul has been chained to one of the Ancients - a phantom possessing complete mastery in one of the Job Stones from the original Dragon Sword, as well as decades of experience adventuring and mastery in one related Job from Super Dragon Sword (A white mage Ancient, for example, could have Mastery in White Mage and Red Mage.). If you wish to leave this place at the normal time, you need to defeat this phantom, in all their power and glory, to demonstrate that there are heroes in this world.

Sins of the Father (Requires the A Test of the Ancients, +400): Did you think that you were going to get away with only appeasing one of the Ancients? No. You have to prove your worth to the entire array - you must defeat an Ancient for each Job in Dragon Sword, with the same benefits as the Ancient mentioned earlier

Hunted (+200): As if it wasn't enough to potentially be betrayed by anyone you meet. One of the factions in this world has already put out a bounty for your head, leading to entire parties of Darkhunters out for your blood and potentially even joined in the hunt by Godhunters depending on your allegiance. On average, the Hunters out for you tend to be just a step or two shy of Mastery of their chosen Job, but only have at most two Jobs per hunter. Still, they're professionals.

Murder the Gods...(+400): It would be pretty disappointing if this wasn't your goal as a Godhunter, but not all of them are willing to take the plunge. You have dedicated yourself to completely wiping out a Pantheon in this world - not an easy feat. Even if the individual gods are manageable...

Many of the Gods are essentially supercharged Eidolons, some even possessing Job skills both from Dragon Sword and Super Dragon Sword. On top of it all, the Top God of each Pantheon is roughly comparable to Mastema at his height, and his enforcers match the Emissaries of Darkness in potency. Still, it's an honorable fight to fight. If you don't succeed by the time you're supposed to leave here, though, you're stuck fighting this fight for however long you have left alive, as you'll have missed your chance to leave by then.

However... There is another solution to this, one that has been forgotten by the world: The Gods' current villainy is due to Mastema blighting the blades they were contained within. The madness of the Demon King infected them, turning the future of the World into a dark one.

If one was to have the capability of purging the darkness that causes the worst excesses and greed of the god to become their ruling behavior, that would satisfy this otherwise-necessity to slay the gods, allowing one to instead redeem and free their crazed minds from the evil that had infected their very beings due to Mastema's vicious plot.

... and topple their thrones (+200, requires Murder the Gods): Are you crazy? Fighting one Pantheon and wiping it out is challenging enough. You want to repeat that process five times over? Oh well. Same as "Murder the Gods" - but you have to take out every active Pantheon. That includes the Hinterlands, the Thalassocracy, the Labyrinth, the Sunset City, and Saturnine. Best of luck, as wiping one out is sure to get the others to get their guards up to the best of their abilities.

Awakening the Calamity (+400): One of the ghosts of the past has come out to play. Word has spread of a discovery – one of the Calamity Walkers once used to suppress and seal the Lensman has been rediscovered, albeit guarded by ancient Serannian defensive technology. While the facility it's kept is filled with magitechnical wonders, the Calamity Walker's very gaze could rip apart cities effortlessly, and it walked taller than a mountain. Some very nasty people are planning to seize it, many of which wish to put an end to you. You'll have to overcome the Forge of Calamity in order to prevent anyone else from getting their hands on the Calamity Walker…though what you do with it after that is up to you.

Challenge of the Traveller (+600): Deep within the portals of Atlantis, a new door has opened up. A psychic signal calling forth strong adventurers has echoed through the land from that portal, challenging all who dare to confront it and seize the Cosmic Prize. Even getting to the door is difficult, as remains within the heart of Atlantis, forcing you to traverse the former Palace of the Damned and the deep aquatic caverns of Atlantis, filled with alien monsters and warriors. Once you even get through the door, your test doesn't end there. The facility beyond states that it is has detected that the Lensman scout was defeated in the past, and thus that signifies this world is ready for the next phase of examination. Any of those who can pass the Three Tests by the Traveller will have proven that their world is ready to become part of the Cosmic Commonwealth, having produced heroes that live up to their standards. The tests are brutal, let it not be stated. While those who are killed will be revived by the medical technology of the Commonwealth, remember that you're on a bit of a time limit – 10 years, right? Oh, right. **If you don't complete this challenge before the 10 years are up, you can consider your chain over.**

The Challenge of Body is the most straightforward, and even then, it is essentially a gauntlet of combats against combat machines that are only slightly weaker than the Lensman - and thus, ONLY as strong as Mastema at his height, rather than strong enough to thrash the Demon Lord. Afterwards, you will be taken to the Challenge of the Mind, a series of extremely cerebral puzzles set inside an entire Virtual Projection planet designed around the suite of puzzles used by the Cosmic Commonwealth. A weak mind could easily be swallowed up into thinking there ARE no puzzles, or that the puzzles are solved once one has taken care of the clear brain-teasing aspects of the world, not realizing the entirety of that game world is designed around solving the puzzle on a fundamental level. Those who fail at the Challenge of the Mind are the unfortunate ones, as they will live out the rest of their lives trapped in that game forever.

The final and most deceptively simple test is the Challenge of the Soul. Simply put, the challenger must escape from an orb of psychic containment known as the Astral Omen. While utilizing the Rift or teleporting magic would be easy enough to leave the Omen Itself, the area around the Astral Omen is a sadistic inversion of the Hundred Wards in the palace of the Damned. A thousand floors of traps and guardians that combine the most diabolical portions of both the Body and Mind challenges, even inter-fusing them - enemies that can only be defeated with puzzle logic, and puzzles that require an extremely powerful warrior to overcome.

However, this is also a test. The wards are extremely nail-bitingly hard to leave from within...but not to enter from the outside. One of the simplest ways to clear the test is to wait for someone else to clear it, and hope they decide to let you out. However...can you trust this? This is the final test of Vonya's heroes - are they willing to shoulder the burden of being the first to break through, or will they await a savior that may never come?

Victory brings with it freedom, and the promise of a brand new future for Vonya and its people - as well as a hefty prize of magical healing artifacts and other various utility features, such as comfortable climate control outdoors, terraforming, or an indefinite source of energy. While mostly "baby-proofed" to prevent them from being used for destructive ends, they are still startlingly useful prizes.

The Cosmic Towers(+600): Atlantis' manifold paths have finally reached their conclusion. The Dark Matter, the very being that forced the Lensman's arrival to this world, is making its move. Six planets, their populations already completely corrupted and controlled by the central Overseer, have had massive portals ripped through the Rift across the continent of Vonya. There are Six portals, each anchored by a floating biological piece of technology shaped like a tower. Through these portals, six civilizations invade this world and seek to bring it to heel:

- **Io:** The Ionians are anchored by the Tower of Metal. A Machina-like race, they have gone the extra step of converting all over biological races they could come across into more of them, stripping away flesh and reprogramming new recruits into perfect machines for expansion and construction. Their homeworld is massive factory-hive constantly churning out new combat and harvesting drones. Their main contribution to the invasion effort is the sheer amount of numbers as well as infrastructure they can create on the spot. Their Tower and Portal manifest in the Thalassocracy, and they have already gone to work in attempting to drain the Cicero Sea for hydrogen and oxygen supplies. The Goddesses are fighting fiercely, but it's a stalemate in the Ionian's favor.

- **Titan:** The Titanians are anchored by the Tower of Life. A seemingly feral race of insect-like creatures with a eusocial structure, they have managed to recently find a species of bipedal tool-users to use as hosts for their larvae and act as warriors for their queen. They are quickly-reproducing, fly quickly, and many of the strains of the Titanian Queens are capable of forcing new adaptations onto their children in order to ensure the new batch of soldiers is ideal. Their homeworld is a fungal jungle, covered in nutrient-rich slime and mold. Their hives tower to the sky. Their main contribution to the invasion is...existing, really. Their Tower and Portal are based in the Teyr Hinterlands.

- **Delonia:** The Delonians are anchored by the Tower of Space. Creatures that appear to be extremely well-suited to the Rift, many strains of Delonians are actually the ancestors of what Vonya calls the Rift Demons. They live up to it, as well, as even the bipedal soldiers known as the Starwatchers are capable of transporting instantly at a moment's notice, summoning forth the rage of the Rift as raw elemental blasts, and exploding into a vacuuming portal to the Rift upon death. Many of the other invading Delonians share those same features, with some even detonating into a portal that calls forth more Delonians upon dying. Surprisingly, their contribution to the invasion is to help facilitate the Rift portals utilized by this wave of Dark Matter's invasion. Their homeworld resembles a crystalline cavern, with constant tears into the Rift between Worlds being opened and closed. In fact...the Homeworld itself looks like the natural terrain of the Rift between Worlds, and the crystals there emanate the same corrosive energy as the Rift. Their Tower and Portal are based in Barchester City, sending the entirety of Barchester's society into a panicked rush to fight them off.

- **Phaeton:** The Phaetonites are anchored by the Tower of Impulse. A warlike species resembling humanoid flames, their homeworld is a rough desert with very rare oases where life can flourish, causing them to evolve with highly aggressive, territorial instincts. Their contribution to the invasion effort is simple: Even their most raw recruit has the sheer battle instincts and toughness to put a Battlemaster in their place, and their natural flame-sabers have the effectiveness of Riftblades in combat. Combine that with high emphasis on martial discipline and natural resilience, they make ideal shocktroopers. Their tower and portal manifests in the Scirocco Labyrinth, which suits them just fine, forcing Yama's gods to confront their own mortality.

- **Cydonia:** The Cydonians are anchored by the Tower of Time. A cerebral race of naturally psychic beasts with exposed brainmatter, the Cydonians are capable of extremely powerful mindreading and psionics of biological creatures. This makes many of their soldiers infuriating to fight unless you use attacks that can't be dodged, as they simply step out of the way of attacks elegantly otherwise, while tricking you into entering their own attacks, or those of their allies. Their contribution to this battle is obvious, as they are capable of outmaneuvering any biological, non-magical creature in combat easily. Though they are somewhat at a disadvantage against Rasputin and his mage-gods, they have the element of surprise and have managed to leverage their Portal and Tower manifesting in the Sunset City of Rauu to steal as many secrets of magic as possible from unsuspecting archives, ripping the knowledge out of the poor scribe's minds destructively. The Cydonian homeworld resembles a massive fungal forest, the fungi capable of "thinking", acting as natural biocomputers.

- **Edom:** The Edomites are anchored by the Tower of Cosmogeny. The Edomites resemble masked humanoids in holy robes. The most directly controlled by Dark Matter, they directly worship Dark Matter as a god, and have willingly given up their minds and souls to its service. They are naturally extremely talented occultists, having discovered a method of traversing the universe without the Rift long ago, which put them in contact with Dark Matter. Their Tower and Portal have manifested in Saturnine, putting the already twitchy war-gods into full alert. It will scarcely be enough in the face of the strongest mages they've seen yet, only matched by the mage-gods of Rauu in talent...and much less predictable, as they seem to throw away their own lives and magical potential in hopes to please their dark god. Their homeworld is an enshrouded eternal forest, filled with wandering spirits.

The secret of what happened to the Braves after they defeated the Creator finally comes out, as well. They investigated the signal from within Atlantis after defeating the Lensman and unsealing the Palace of the Damned. It was there that they were thrown across the universe, forced to survive separately across the various home-worlds of the Cosmic Tower invaders. If you are a former Brave of Light, this is where you start, even if you do not take this drawback. It is assumed that you somehow managed to claw your way back into Vonya without the Towers being summoned...though you also know their invasion is an eventuality, it just matters if it happens while you're staying in this world or not.

The only way to stop this madness is to destroy each Tower, which is fiercely guarded by the strongest warriors of each Civilization, their equivalents of Godhunters and Darkhunters. Only after this will this world be saved from the most disastrous invasion it's faced yet. Though even if this wave is defeated...the true nature of Dark Matter and its goals still is out there, and will return once more.

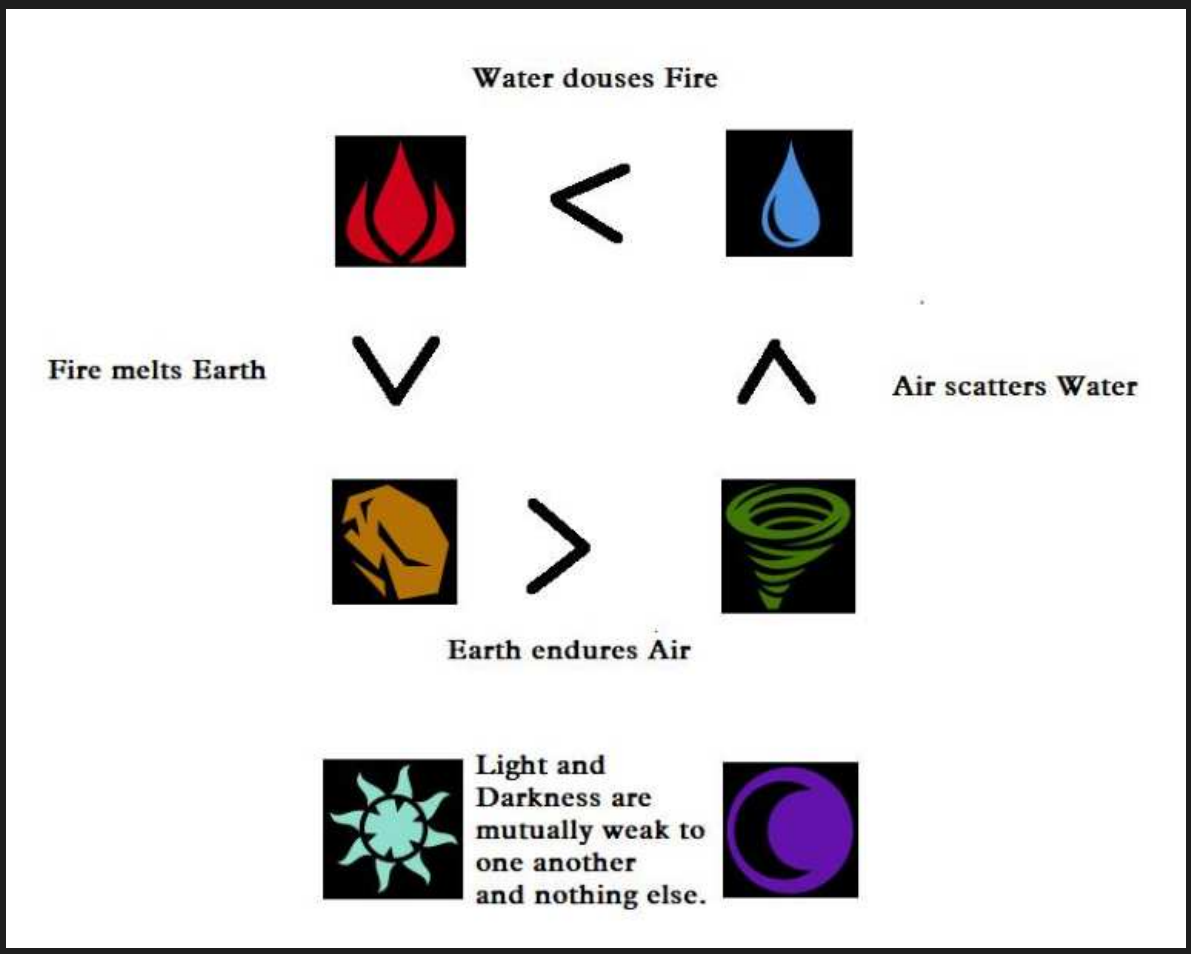


Notes

It was implied in Machina's section but it should be clear: How the inhuman features of the non-human races manifest varies heavily, and can be anything from almost completely non-human to "Human with odd features such as gills or glowing eyes" in the cases of Atlanteans and Swordborn respectively. Have fun with it!

The Elements

An important topic to be sure. The following are the descriptions of the various elements, which elements they are strong against and weak against, and what effects the Exceeded and Blighted modifiers have on them.
The elemental weaknesses and strengths have a helpful chart and some logic to them.



Exceeded Elements

Fire -> Flare: Flare grants a number of powerful "almighty" attacks that ignore defenses and elemental resistances, acting as non-elemental damage accessible to the magic of this world.

Water -> Ice: Ice grants a number of defensive options by creating Ice Walls, Ice Armor, as well as inflicting Petrification and Slow by freezing enemies. You can also create solid constructs such as castles and platforms.

Air -> Storm: Storm grants Lightning attacks, improving potency and allowing for "chain" attacks that are great AoE. The Storm magic also allows for weather manipulation.

Earth -> Horizon: Horizon allows for the manipulation of gravity, crushing enemies and allowing for flight and high jumps. You can also inflict Heavy and Haste on enemies this way.

Light - > Aurora: Aurora allows for heavy buffs and healing as well as holy attacks, granting temporary invincibility by expending mana and dazzling enemies with shining colors.

Darkness -> Midnight: Midnight allows one to call upon the night sky, barrages of Starlight magic attacks, Comet strikes, and even the dreaded Demi-II status which permanently removes a dramatic amount of an opponent's vitality are within reach.



Blighted Elements

Fire -> Hellfire: Hellfire is capable of inflicting an extreme version of the Burned status effect known as the Damned status effect, which negates all healing magic and healing items used on the victim until they go unconscious. In addition, Hellfire's other version of Burned, Combusting, has the unique ability of actually being able to spread from enemy to enemy - the flames jumping of their own accord to new victims.

Water -> Abyss: Abyss' focus on the depths of the ocean allows it to use crushing pressure, negating any defense or resistance to water damage the victim has. The dark waters are capable of inflicting Blind, Panic, and Fatigue in its victims. In addition, it is capable of forcibly inflicting the Drowning status effect, which works as an aquatically flavored Suffocation.

Air -> Illlwind: Illwind's slicing gusts ignore mostly physical defenses, and every attack or spell inflicting Illwind damage has a chance of inflicting the Black Wind status effect, which drastically reduces the victim's stats overall, from intelligence to strength and constitution. It also has a high chance of causing Suffocation with many of its stronger effects.

Earth -> Ruin: Ruin's damaging spells and effects all have a significant chance of inflicting the Shattered status effect, which drastically reduces defense and evasiveness. In addition, it is capable of casting the Fissure spell, a spell which if successfully automatically drags its victim into the depths of the earth, presumably to die from the fall, or the earth's mantle.

Light - > Nebula: Nebula's damaging spells and effects all have a high chance of inflicting Starsickness, a Disease-like status effect that if not cured has a great chance to reduce a victim's physical and mental statistics permanently, as well as causing them to rapidly lose health and mana. In addition, they are oddly powerful in comparison to the other Blighted spells in pure offense.

Darkness -> Umbra: Umbra's darkness is a hideously deep one. An empty night's sky. The spells that Umbra cast have an extremely high chance of causing Despair and Insanity, and this element has access to Demi 3 - a form of Demi that at an excruciating mana cost sets a victim's maximum health to almost nothing, severely weakening if not outright killing them this way. Finally, they are capable of using the Dark Vortex spell, which has a high chance of instantly banishing the victim to the Rift, or even another world.

Capture Beasts and You

How do I acquire more Capture Beasts? How did I get them? What happens if they die?

Capture Beasts are genetically engineered creatures, and it is assumed you either created them directly or discovered the pair and how they were made shortly around the time of arrival. The perk grants you the knowledge of the labs where they're created, and how to create said labs. If both of your Capture Beasts die in battle, which is unlikely due to being pretty durable - they will reincarnate into eggs that be re-hatched not unlike Wyrmblood's Familiar. Master Capture Beasts are sexually mature and capable of breeding with other Capture Beasts. Occasionally, a Capture Beast's egg will be a mutation that carries a different job than its parents.

How do the abilities of Capture Beasts manifest/what do they look like?

It's generally left to your discretion in both aspects. Have fun with it!

How does the Mastery fusion aspect work?

Capture Beasts are creatures that are very responsive to emotional bonds and similar things, so they are capable of manifesting that in the form of Fusion. While it is deliberately vague what a Capture Beast's "Master" is, it is best described as the one who's commands they will follow in almost every circumstance, with most other commands from others being essentially second or third in priority. Capture Beasts don't need any special ritual to consider someone their Master, just a period of trust and socialization. The fusion lasts upwards of 10 minutes normally, and you may fuse with additional Beasts, but that will often radically shorten the amount of time they remain fused.

Status Effects
(With apologies to Apotheosis)

(Mental) Courage: A significant boost to the physical damage dealt by the afflicted character, as well as a significant increase in resistance against the Panic, Fear, and Despair status effects.

(Mental) Hope A significant boost to the damage dealt by the offensive spells used by the afflicted character. Significantly increases resistance to the Charm, Revulsion, and Fascination effects.

(Mental) Motivation: Greatly reduces the mana necessary to use magical abilities, and reduces the amount of fatigue built up during combat.

(Mental) Focus: Significantly increases the accuracy of attacks and resistance to Confusion.

(Mental) Determination: Greatly increases resistance to Insanity and significantly increases the chance to stay conscious while at low health or when knocked out.

(Magical) Physical Shell: Greatly reduces physical damage taken, and increases resistant to negative physical status effects.

(Source) Vigorous: Vastly increases maximum health.

(Source) Regen(eration): Greatly raises natural regeneration of health during battle.

(Source) Haste: The time it takes to make multiple attack or spell actions is reduced noticeably.

(Magical) Levitation: Movement speed isn't effected by terrain and higher evasion overall.

(Magical) Invisible/Stealth: Cannot detect through sight, thus making it near impossible to target with ranged attacks or spells.

(Magical) Spell Reflect: Spells will redirect to a non-Reflective target if possible, otherwise the spell will fail to work.

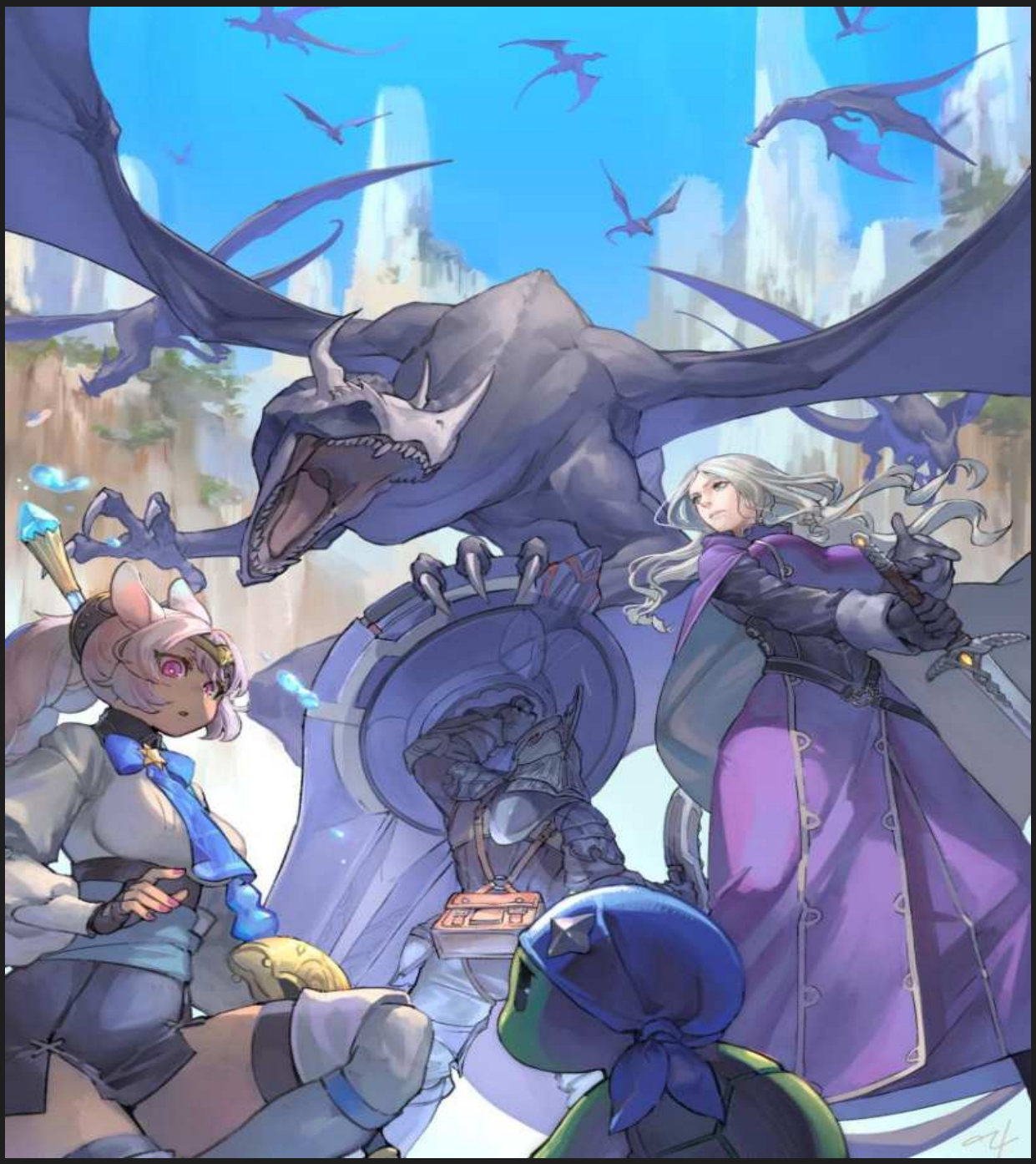
(Mental) Despair: The afflicted is Revulsed, and will take additional damage from the afflicter of the status effect.

(Physical) Bleeding: The afflicted takes damage over time, taking additional damage when inflicted physical damage.

(Source) Slow: The afflicted's dexterity and action speed is dramatically reduced.
(Source) Stun: The afflicted has a high chance of becoming Fatigued attempting to take physical actions.
(Magical) Elemental Boost/Omen: The afflicted passively empowers its own damage with spells and attacks matching the affliction's chosen Element, improving them to the next tier of strength. Eidolons get a stronger version, affecting their entire party.
(Non-magical) Oiled: The afflicted becomes dramatically more vulnerable to fire-type damage.
(Non-Magical) Soaked: The afflicted becomes dramatically more vulnerable to Air-type damage, but resists Fire damage. Soaked creatures are more susceptible to being Frozen. Negates and is negated by Withered.
(Non-Magical) Frozen: The afflicted suffers drastically increased damage from physical damage and fire elemental damage, but resists fire damage. Taking fire damage removes the status effect.
(Non-Magical) Withered: The afflicted suffers drastically increased damage from Fire and Water-type damage. Negates and is negated by Soaked.
(Magical) Frog: The afflicted is polymorphed into a small frog, incapable of using any physical Job skills.
(Magical) Curse: The afflicted is shunned by their own magical forces, incapable of using any magical Job skills.
(Magical) Shrink: The afflicted is polpymorphed into a miniature form, having the vast majority of their Physical skills drastically reduced in effectiveness.
(Magical) Old: The afflicted is polymorphed into an aged version of themselves. Eternally young characters are unaffected. Otherwise, while aged this way, they take damage from performing physical and magical Job skills.
(Source) Confusion: The afflicted's decisions and actions become random, as much likely to help as they are to hurt both their allies and their enemies.

(Mental) Fascination: The afflicted is unable to motivate themselves to attack the afflicter. This automatically is removed when the afflicter takes a harmful action against the afflicted or their allies.
(Source) Charm: The afflicted is incapable of attacking the afflicter, and this is automatically removed when directly harmed by the afflicter. They will automatically move to defend the afflicter from even their own allies.
(Physical) Knocked Out: The afflicted is incapable of any actions and is normally unaware of their surroundings. They will reawaken in a few hours at low health and Fatigued.
(Physical) Fatigued: The afflicted has reduced dexterity and strength, and moves much slower than normal.
(Physical) Exhausted: The afflicted is exceeding weak and slow, and moves at a snail's pace compared to usual. The result of becoming Fatigued when already Fatigued.
(Physical) Burn: The afflicted takes Fire-type damage over time. Can be doused with Water-type damage.
(Physical) Poison: The afflicted takes Dark-type damage over time.
(Mental) Cowardly: The afflicted deals a reduced amount of damage - essentially, the inversion of the Courage status effect.
(Mental) Berserk: The afflicted gains the damage boost of the Courage status effect, but must attack the closest creature regardless of allegiance.
(Magical) Detained: The afflicted's magical abilities require substantially more mana to use.
(Physical) Recuperation: The afflicted will over time lose any harmful physical status effects.
(Physical) Zombified: The creature is temporarily under the effects of the Undead monster template.
(Physical) Stagger: The afflicted's current action is interrupted, and they become Fatigued.
(Mental) Insanity: The afflicted is permanently Confused until this status is removed.
(Mental) Revulsion: The afflicted is incapable of motivating itself to use any Job abilities or attacks until shaken off.

(Mental) Fear: The afflicted will attempt to automatically flee from combat, and the afflicter deals substantially more damage to them.
(Mental) Panic: The afflicted will attempt to automatically flee from combat, dropping anything they are holding in their hands and a good amount of money, and the afflicter deals substantially more damage to them. Often the result of causing Fear on an already Fear-afflicted target.
(Physical) Diseased: The afflicted will have a physical attribute of theirs decrease over time, causing Knocked Out if it reaches 0. This damage is undone by resting after removing the status effect.



Monster Templates

Aerial: Whether through wings or other means, you are able to permanently fly or hover in place, allowing you to avoid and dodge attacks easily. You are also able to fly faster than any other aerial creature — substantially fast, in fact. They take substantially more damage from Earth attacks.

Amorph: An Amorph such as a slime is capable of squeezing through openings a fraction of their normal body size — such as putting an arm through a keyhole or slipping between the cracks in the floorboards. Despite this, an amorph is still capable of carrying items. They are resistant to physical damage but susceptible to magical attacks.

Angelic: Angelic creatures are rare but seen often around the Tower of Heaven. They are capable of Flight and are able to naturally cast Holy by expending twice the required mana and take half damage from air-type attacks. They are susceptible to Dark aspected attacks and are naturally somewhat fragile, losing a moderate amount of durability and health.

Arcana: Raw magic flows through the creature's bloodstream — they have quite a bit more mana than others and resist any effects that would drain their mana or Silence them. However, they are susceptible to physical attacks, taking a good deal more damage.

Aqua: You are capable of breathing underwater and moving in water unimpeded, in addition you are able to navigate in salt and freshwater equally well. You are vulnerable to air-type damage, but resist water-type damage.

Construct: Creatures with the construct Template are very similar to Machina, including the heavy armor and the Air-type weakness.

Beast: Your strength and endurance are increased significantly, and you have natural weaponry that allows you to strike with the effectiveness a longsword or axe would have in your hands. They are susceptible to mental status effects, failing to resist them much more often.

Dragon: You are able to cast a basic elemental attack (except Light or Darkness) on the tier of Fire 2 by expending twice the mana required, and have a tough hide on par with plate mail. Dragons are often are capable of flight, though not as fast as Aerial creatures. They are susceptible to Light and Dark magic.
Infernal: You are capable of flight and casting Dark 1 naturally by expending twice the needed mana normally and take vastly less damage from Fire. Infernal monsters are naturally susceptible to Holy and have difficulty resisting magic, often failing to resist against magical status effects.
Plant: The character's skin takes on a greenish tint, allowing them to photosynthesize nourishment, reducing the need for air and food. They have substantially more health than normal monsters, though no additional defense. They are healed by Water-type damage and are susceptible to fire damage.
Undead: Undead are healed by Dark aspected damage, take damage from healing spells, have dramatically increased defense and health, are immune to mental status effects, and are exceptionally susceptible to Holy.



Weather

Heat Wave: Heat wave is Fire-aspected. While under a heat wave, the Weather Angel's enemies must constantly resist becoming Withered and Fatigued from the sheer heat. In addition, the Weather Angel may intensify this weather to inflict constant Fire-type damage to their foes.

Monsoon: Monsoon is Water-aspected. While under the monsoon, the Weather Angel's enemies must constantly resist becoming Soaked. In addition, Storm-type, Air-type, and Water-type damage used by the Weather Angel's allies become much stronger.

Thunder: Thunder is Storm-aspected. While under the effects of Thunder, the Weather Angel's enemies must constantly resist being struck by lightning for heavy Air-type damage and a high chance of being Stunned.

Blizzard: Blizzard is Ice-aspected. While under the effects of Blizzard, the Weather Angel's enemies must constantly resist being Frozen, and occasionally taking constant Ice-type damage over time.

Bright Sky: Bright Sky is Light-aspected. While under the effects of Bright Sky, the Weather Angel's allies find it much easier to shake off negative status effects, and healing magic is much more effective on them. Meanwhile, Dark-type magic's effectiveness is harshly reduced, and Dark-aspected creatures begin to take constant damage over time while under a Bright Sky, even during the night.

Tornado: Tornado is Wind-aspected. While under the effects of the Tornado, the Weather Angel's enemies must constantly resist being Staggered or Fatigued from moving against the wild winds. The Weather Angel may intensify these winds and attempt to "blow away" the enemies, ending the battle early as they are sent far away from the battlefield.

Fog: Fog is Darkness-aspected. While under the effects of the Fog, the Weather Angel's enemies are constantly Blinded and must resist Despair and Revulsion. In addition, the Weather Angel's allies find their Darkness-aspected magic strengthened while in the Fog, and Light-aspected enemies will begin to take damage over time, even in the middle of the day.



Terrain

Rift Between/Roads
Associated Element: Psychic
Associated Statistic: Movement Speed

Plains/Grassland
Associated Element: Light
Associated Statistic: Health Regeneration

Nautical
Associated Element: Water
Associated Statistic: Mana Regeneration

Subterranean
Associated Element: Darkness
Associated Statistic: Defense

Overgrown
Associated Element: Earth
Associated Statistic: Physical Status resistance

Forested
Associated Element: Earth
Associated Statistic: Physical attack

Urban
Associated Element: Darkness
Associated Statistic: Dexterity

Swamp
Associated Element: Darkness
Associated Statistic: Status effect affliction chance

Desert

Associated Element: Fire
Associated Statistic: Evasion

Mountainous
Associated Element: Fire
Associated Statistic: Magical attack

Arctic
Associated Element: Water
Associated Statistic: Damage mitigation

Heaven/Space
Associated Element: Light
Associated Statistic: Mental Status resistance



A Rough map of the Continent of Vonya, the setting of Dragon Sword.

Historic Moments

The Feral Age

The era before civilization. This moment's effect is to summon forth a number of dinosaurs, ancient beasts that once roamed the earth. As a Stage, this Moment reflects the Rauu jungle at its wildest, teeming with toxic creatures, oversized insects, and even more dinosaurs.

The Folly of Bulwark

The era of fear for the first light. The folly of Bulwark, the first great civilization, was to try to hide away from all danger rather than take it on headfirst. This Moment replicates the last sights and sounds of many members of Bulwark - utter darkness, interrupted by growling as they are clawed from the shadows by burrowing monsters. As a Stage, Bulwark is a depressingly dark subterranean labyrinth filled with hungry beasts searching for survivors.

The Halcyon Days of Giallo

The era of courage and love. Giallo stood and fought when Bulwark died afraid, and so it reigned peacefully for many decades after. As a Moment, the serenity of Giallo reinvigorates the party, restoring their health and mana and granting them the Courage status effect. As a Stage, an endless amber plain of grain provides a fitting backdrop for a duel to the death.

The Rise of Serannia

The era of dreams. Serannia was created from the thinkers and creators of Giallo, who created the first magitech under the guidance of the Great Inventor Baltazar. As a Moment, the Rise of Serannia grants your party flight capabilities and the Hope status effect. As a Stage, it is represented by a Serannian city high above the clouds, bringing their Giallan brothers with them.

The Awakening of the Machina

The era of freedom and new beginnings. The Machina were once tools, but gained life of their own, and fought fiercely for independence and to be recognized as a brand new kind of animal. As a Moment, you gain a number of powerful Machina warrior allies to fight alongside you. As a Stage, you are placed deep within a Machina production factory, surrounded by Machina who wish to free their brethren.

The Ambition of Dragonlord Varevic

The era of conflict and greed. The Dragons had long been beasts of simple pleasures, desiring nothing more than food and territory. But as time went on, they became more ambitious and intelligent, culminating in Dragonlord Varevic – a true warlord with the desire to see all other creatures as cattle. As a Moment, foes are subjected to a brutal array of Machina gunfire and dragon's breath. As a Stage, this moment depicts a battlefield strewn with Machina parts scattered about and dragon corpses rotting in the sun, battle still breaking out all around and the occasional stray soldiers stumbling into the combat.

The Raising of the Red Obelisk

The era of grand construction. The Scirocco Desert's first Red Obelisks are being built, and raised to the heavens. The party benefits from this Moment by gaining a large amount of Mana as well as the Hope and Motivation status effect.

As a Stage, this moment places you within the very first Red Obelisk, still at peak output, to the point that it is capable of creating waterfalls in the desert.

The Forging of the Calamity Walkers

The era of peace through deterrence. The Serannians built the Calamity Walkers as their apex weapon in the wake of a falling star carrying the Lensman on it landing in the forest, with its initial actions being to butcher the entirety of the Machina scouting group that was sent to investigate it. As a Moment, the party are forged into machines of war as effectively as the Walkers were, gaining the Motivated, Prismatic Omen(an Omen status effect for all elements), and Courage status effects. As a Stage, this very moment takes you right to the Forge of calamity at its prime.

The Sealing of the Lensman

The era of decline and defeat. This Moment is the arduous task that eradicated nearly all of Serannia and put it into a death spiral, that is the construction of the Palace of the Damned and the Dark Omen. The Lensman fought every step of the way, but it was finally contained. As a representation of the hard fought victory, your opponent is put into Despair and Paralysis, but your party takes a hefty amount of damage in exchange. As a Stage, you are right in front of the Dark Omen, at the heart of the Palace of the Damned. No way in, no way out.

The Wrath of Hyperborea

The era of a invasion and paranoia. The people who lived under King Edelweiss, the descendants of the land-bound Giallans, faced an existential threat in the form of the Moreau from Hyperborea, lead by Khan Winterhide. It was only with the guidance of King Edelweiss the 3rd and his wise men that they were able to construct defenses sturdy enough to fight off the horde. This Moment represents that by granting your party Physical Shell and Magic reflect, to demonstrate the impenetrable walls of Grim Tartary. As a Stage, you are atop a wintry battlefield high in the Edelweiss mountains, facing a horde of ravaging Moreau bearing down on you and your opponents.

The Sunset Invasion

The era of a division and unification. This was the time when the first Rakasha from beyond the Sunset Ocean arrived, when Marquis Bloodeye IV landed and made particularly aggressive contact with the people of the plains. It was only due to the actions of Victor, the summoned prince, that the Rakasha realized the benefits of co-existing. This Moment causes both sides of a combat to become Fascinated with one another, more or less causing a hard stop to the conflict. As a Stage, this moment takes you to the wedding of Prince Victor and Marquessa Bloodeye V, a festival of demonic food and otherworldly treats.

The War of the Lambs

The era of Gods rising and Falling. The Gods had finally learnt how to manifest their will on earth, and so commanded their followers to go and conquer in their name, and bring them into the world. It was during this mass conflict that the Heretic Blake stepped up, a man who believed that the world was no place for gods. His mastery of the old arts of Serannia, taught by one of the last surviving members known only as The Great Sage, allowed him to battle off the crusading zealots and construct the Dragon Sword, a massive tower that was capable of drawing together all of the various Gods into a single form of containment. The sheer combined energy, alongside turning himself into the living seal for these wicked gods, transformed the nonbeliever Blake into the Creator. This Moment creates an army of Angels and Devils, which directly war with one another as your opponents are caught in the crossfire. If used as a Stage, this era places you at the very top of an empty Tower of Heaven.

The Drowning of Pal-Ul-Don

The era of the Creator's Dominance. After mass rebellions and uprisings from the devoutly spiritual people of the Cicero Sea, to the point their very capital was named after their three goddesses of wealth, creation, and wisdom...The Creator bid his servants on earth, the kingdom of Zandipore, to make war with the lake-dwellers. With that turning into a stalemate, the Creator calls upon their power and buries the city of a thousand gods beneath the waves. As a Moment, this creates a massive tidal wave of 3rd tier Water magic to sweep away enemies. As a Stage, it is a drowned holy city.

The Fall of Zandipore

The era of Chivalry and Tyranny. Mastema, one of the many divine servants created to help the Creator ensure the safety and dominance of the mortals over the divine, sees his creator's focus on them as inane. They're weak, they're fragile. If anyone should rule the world, it should be Gods and their Angels. As a demonstration of this fragility, Mastema corrupted the noble king Picrochole, transforming him into the Emissary of Nebula. Cast down from the Tower of Heaven for explicitly defying his will, Mastema begins to create the Devil King's army and rampage across the world. This Moment creates a massive burst of Dark energy, which is an automatically critical attack against Light-aspected beings. This Stage puts you in Barchester Castle, surrounded by servants of the King of Nebula, and at risk of being corrupted by its Starsickness-inducing light.

The Arrival of the Six

The era of the hero's arrival. Shortly after the creation and corruption of five of the six blades, the Great Sage called together those who had been able to commune with the once-sealed Old Gods. By channeling their power, of the escaped Gods now known as the Eidolons, they could defeat Mastema. This Moment creates a series of powerful elemental attacks, one attack for each of the Six elements. As a Stage, this puts you at the humble tavern at the foot of the great Teyr tree, surrounded by good company and new beginnings. Perfect for a tavern brawl.

The Dark Lord's Last Stand

The moment of Mastema's great defeat. As the Six defeated Mastema's Emissaries of shadow, his grip on the Dragon Sword became weaker and weaker. Finally, he was confronted in New Zandipore, his mockery of the Creator's favorite kingdom. It was there that their travels had fully been tested, but they prevailed. This Moment brings forth a massive burst of Light energy, which is an automatically critical attack against Dark-aspected beings in the bargain. As for the Stage, this moment depicts New Zandipore in all of its filthy glory - neon signs, powerful demons even Mastema couldn't keep in line...it's a dangerous place, for good or for ill.

The Shattering of Heaven
The moment of the Great Change. While the Braves of Light had defeated Mastema, the devil king's last words told them that the true power behind him lived atop the Tower of Heaven, and that the one who still had sealed away the gods that once ruled this world and guided the Six still kept them prisoner there. This Moment depicts the defeat of the Creator, which is represented by doing a phenomenal amount of damage to Eidolons, Gods, and anyone using their power such as Scions when it is used...and to nothing else. As a Stage, this depicts the now-broken Tower of Heaven.

The New Age
The moment we live and breathe. Though it took 25 years to get here, the time that mortals may seize their own freedom once again, without a Creator, without Gods, without Angels, is within our grasp. This Moment grants the Hope, Courage, and Determination status effects to your allies. You'll need it. As for the Stage...it places you and the rest of the battlefield atop a Barchester City rooftop. The thrill of possibility is in the air.

Legends
The Great Sage
Description: The creator of the Calamity Walkers, and a personal student of the Great Inventor Baltazar. He is notable for having given Blake the Heretic the capability of becoming the Creator, and acting as guidance for heroes across the eras.
Benefits:: The Great Sage is exceedingly magically talented, and almost all of the great breakthroughs in Magitech can trace their heritage to his work alongside his mentor.
Flaws: The Great Sage is extremely reluctant to directly engage himself in any conflicts, preferring to hold back his power and empower others, as well as having an extremely hard time of being direct, as a life of paranoid actions have made it an ingrained habit to be cryptic.

Mastema
Description: The chief of angels, Mastema is better known as the rebellious angel and the Devil King.
Benefits: Mastema has a powerful dark charisma, capable of commanding monsters and fallen angels alike flawlessly.
Flaws: The angel has no interest in mortals, and will often only act to vex or confuse them if he gets the chance. Uncooperative.

King Picrochole, the Unifier

Description: The once-king of Zandipore, Picrochole was known for his upstanding Chivalric feats and combat prowess. He unified many of the squabbling nations of the plains into the mighty Zandipore.
Benefits: The very image of a Noble Knight, Picrochole is a talented combatant with some of the most ancient and venerable techniques of Mystic Knight available to him. His charisma is unshakable, and his commands are akin to a Dynast's orders.
Flaws: Picrochole is a stainless dish, so any smudge stands out all the further. Picrochole will immediately receive the Insanity status effect when inflicted with Dark-type damage.

Blake, the Heretic

Description: A knight of Zandipore, Blake has demonstrated a grand selflessness of spirit and innate respect for mortal life. His desires to free his countrymen and fellow mortals lead him to sealing all of the Gods into the Dragon Sword, and becoming the Creator.
Benefits: Blake is an extremely skillful swordsman, specifically of a sword school that would one day become the Crusader Job. In addition, he is very good at disrupting Holy magic, and has a high resistance to the abilities and spells of gods.
Flaws: Blake has been plagued with visions of what he would become for a long time, and being reminded of what he eventually did is very upsetting to him. When exposed to the Tower of Heaven or mentions of the Creator, Blake very quickly becomes afflicted with Despair and Revulsion.

Drago, the First Machina

Description: The very first awakened Machina, Drago is built as an industrial machine and has the social grace of one. Even so, a strong sense of justice and a no-nonsense attitude paved the way for Machina to become a celebrated part of mortal society.
Benefits: Drago has exceedingly inhuman strength and durability, even for a Machina, and is capable of beating dragons with other dragons in terms of sheer scale of power.
Flaws: Drago is extremely standoffish around non-Machina mortals, and is quick to take offense when talked down to or otherwise insulted by a Non-Machina - willing to immediately go to blows over the perceived insult, due to a lifetime of being treated as a stupid machine.

Victor, the Summoned Prince

Description: The founder of Zandipore, Victor was a person who was stranded in space and time due to the Rift between Worlds. Upon arriving in Vonya, he discovered that his travel through the worlds allowed him to utilize psychic energy, a useful skill in the confusing days after Serannia's fall. His energetic and compassionate manner, alongside his desire to use his power to help others, meant a crown was destined to sit on his head soon enough.

Benefits: Victor is a genius at psychic energy, already having many of the skills of both the ESPer Job from Dragon Sword as well as the Riftblade Job in Super Dragon Sword. He also has a natural way of inflicting the Charm and Fascination status effects simply by speaking.

Flaws: Victor is secretly rather gentle in manner, and thus is constantly Fascinated by all creatures he meets for the first time, meaning it is very hard for him to act as the aggressor in most situations.

The Great Inventor Baltazar

Description: The father of magitechnology, Baltazar laid down some of the fundamental methods of circuitry, energy generation, energy storage, and artificial intelligence that defined much of Serannia's initial success.

Benefits: Baltazar is exceedingly brilliant at magitechnology, even modern applications, and as such will more or less instantly Master and magitech he comes across.

Flaws: The father of magitechnology was also very bad at taking care of themselves. They were a hard smoker and drinker and as a result, Baltazar has an exceedingly low health pool and is under a constant Diseased-like effect that keeps his physical statistics abysmal.

Dragonlord Varevic

Description: The first and last Dragon King, Varevic grew up with a low cunning that became very high - high enough to put him as the only true leader of dragon-kind in history.

Benefits: Varevic is a brilliant politician, tactician, and leader...and is also a Creator-Damned dragon, with all the strength and powers that implies.

Flaws: Varevic's arrogance and hubris has no bounds, and will often deeply underestimate his foes simply for not being dragons.