

Dragon Sword

Legends of Light and Darkness: A Generic Fantasy RPG



Once, a legend was whispered among the weak and humble...

For eons, the Six Blades have kept the world in balance. Each one, a shard of the holy weapon that saved humanity from destruction long ago.

Once, there was a noble king who enshrined the **BLADE OF LIGHT** in his kingdom, who ruled with peace and justice.

But the highest of angels beneath the **CREATOR** saw this with jealousy and destroyed this kingdom.

Cast out of **THE TOWER OF HEAVEN** for his sins and becoming the king of demons, **MASTEMA** now looks to **CORRUPT** the blades and drown the world in darkness.

If all **Six Blades** were to be turned to shadow...

The **waters** will cease to flow...

The **wind** will cease to blow...

The world's **wisest** and **strongest** would know defeat...

And the **heart of the world** will cease to beat.

Already, Five Blades have been buried in evil. Only the **BLADE OF SHADOW** remains. But, once, a legend was whispered at world's end.

"At shadow's edge, THE BRAVES OF LIGHT will return, holding the DRAGON SWORD's shards in their hearts, and shatter the ANGEL'S REVERIE."

After a long journey, at the edge of **ALLESTONE**, six adventurers have arrived, bearing a strange mark on the back of their hands, one and all...

But, the tale of the Braves isn't necessarily your own. After all, you're just visiting. Even so...

Welcome to the world of Dragon Sword!

+1000 CP

*Location

You will have to discover where you begin this journey. You may roll a d8 to determine this or choose one as you like – each has its own features and threats.



>1. **Allestone**: Known as the "Kingdom of Survivors", **Allestone** is shrouded in the ruin-forest of **Teyr**, large enough to cover most of the southern part of the continent.

The great Alv civilization of **Serannia** stood here, but in a long-forgotten war was destroyed, leaving crumbling spires overgrown with plant life and dangerous beasts – making it beyond the light of **Zandipore's** law even in the kingdom's heyday. As such, it was a perfect destination for exiles and rejects of every description.

Every town in **Allestone** is independent, often run by adventurers and warlords, as strength is the only way to maintain order in the forests. **Allestone** is favored by the land's adventurers as the ruins hold secrets and treasure, and the beasts are fantastic quarry for valuable hunts.

The 'capital' of the kingdom is around the eldest tree in **Teyr** Forest, where the **BLADE OF DARKNESS** rests buried within – guarded by the **Great Sage**. **The Emissary of Eclipse, Ahriman**, plots to claim the **BLADE OF DARKNESS** and finally bring calamity upon the land in the name of **MASTEMA**.

[Art Credit: Daniel Riisel]



>2. **Pal-UI-Don**: The "Drowned Kingdom", **Pal-UI-Don** is made up of a series of islands, floating towns and underwater sanctuaries in **Lake Cicero**, also known as the **Cicero Sea** for its grand size. Beneath the blue waters of **Pal-UI-Don** lay the drowned ruins of **the City of a Thousand Saints**.

The eldest of the land say that the kingdom was named for the three goddesses who founded **Pal-UI-Don**, and that the Saints were in facts gods venerated by the old kingdom, submerged by a jealous **Creator**.

Even so, the sailors and fishermen of **Pal-UI-Don** are fiercely superstitious regardless of the divinity or not of their patron saints and follow a number of traditions. Buccaneers, Lake monsters, mad cultists and Drowned Spirits all infest the deepest and darkest parts of the lake.

The sunken temple of the three goddesses holds the **BLADE OF WATER**, guarded jealously by the vain **Emissary of Abyss, Rahab** — demanding worship or else bidding the waves to destroy defiant towns.

[Art Credit: Unknown]



>3. **Lagodo**: The "Shining Kingdom", **Lagodo**, is based in the **Scirocco Desert**. Each city in **Lagodo** is built around the towering **Red Obelisks** built by the ancient Logodite kings, advanced facilities channeling oasis water and underground springs in the scorching desert to grow verdant "hanging gardens" ripe with delicious fruits, spices, and vegetables to sustain the peoples of the kingdom.

This wealth of food and water allows the Satraps of these cities to gather gold and power – even with the **Obelisks** drawing less and less water with every passing year, the kingdom still is the closest to **Old Zondipore** in its prosperity.

However, with the oasis water growing fewer and food growing scarcer, more and more are exiled from the **Obelisks** to ensure the life of the desert princes – with the people within scrobbling for whatever influence and power they can to avoid this fate.

Exiled bandits roam the desert, desperate for anything they can take, and forming small baronies of their own in whatever oases can be found beyond the **Obelisks**. Lagodo is secretly ruled by the **Emissary of Ruin, Ptolemy**, who fashions himself the God-King of this declining paradise out of a castle built atop the **BLADE OF EARTH**.

[Art Credit: The Siege and the Sandfox]



>4. **Vulpino**: The "Echoing Kingdom", **Vulpino**, was once a colony meant to act as the first wave of an invasion beyond the Sunset Ocean, arriving in the **coastal jungle of Rauu**. For reasons unknown, the Rakasha of Vulpino decided to settle and become part of the land's people, despite initial bloody battles with the kingdoms of the land when they first arrived.

While **Rauu** is normally wild and untamable due to its variety and ferocity of dangerous beasts of every shape and size, **Vulpino** was the first to introduce what would become Bardic and Taming arts to the land – they are able to subdue and even control the flora as well as fauna of **Rauu** using their songs and traditional medicines.

Vulpino has very little in the way of constructed buildings, instead singing trees into domiciles, or travelling the jungle as nomadic tribes lead by a duo of "**Eagle**" (**The Wisest**) and "**Jaguar**" (**The Strongest**) of their respective tribes. **Singing Stones** are left in some areas to tell tales of great victories and tragedies, or the history of a tribe in the area.

The only true standing fortress is the **BLADE OF FIRE**, which rests at the landing site of **Vulpino's** original invasion. The **Emissary of Hellfire, Gerro**, seeks to destroy the **Vulpine** tribes and their arts the best way they can – bouts of fire tearing scars into **Rauu**, leaving scorched earth that refuses to grow again until **Gerro** is defeated.

[Art Credit: Pukuhunal]



>5. **Grim Tartary**: The "Silent Kingdom", **Grim Tartary**, rests at the far north of the land in the **Edelweiss Mountain** pass. **Grim Tartary** was an ancient place of monasteries, and archives. **Edelweiss** was considered an old and sacred land even before **Old Zandipore** was a twinkle in the king's eye – making it a prime spot for wise men to search for truth.

However, every sanctuary had to be built strong not only to last the bitter cold and winds but also the constant raids from the **Moreau invaders** hailing from the North. When **Zandipore** rose to prominence, **Edelweiss** became a place of great focus for the kingdom, with towering bastions and bulworks built along the mountain pass.

The Moreau became part of the land's people through this, and eventually the civilized Moreau taught their arts to the wise men and magi of **Zandipore**, enhancing the defense lines of **Grim Tartary** – as the fortress network was called.

With **Zandipore** fallen, the remaining defenders have used the dark magics of Northern magicians to raise the fallen as eternal guardians, killing all who would trespass the mountains. **Grim Tartary** is filled with undead sentinels, guarding a kingdom long destroyed.

The highest peak of **Grim Tartary** holds the **BLADE OF AIR**, where the **Emissary of Illwind, Stribog**, guards the deepest secrets of this land and the **CREATOR'S** actions.

[Art Credit: Yoshift]



>6. Old Zandipore: The "Old Kingdom", Zandipore. What can be said about this kingdom in the meadows? Once a bright and noble kingdom, Zandipore's knights had a seemingly inborn talent for magic, allowing them to defeat threats that would destroy entire cities. They claimed that were blessed by the **CREATOR**, forming the **Church of the Light**.

The Knights of Zandipore wandered the land, gathering followers until they established Castle Yalding at the heart of the land. As the blood of the Blessed spread and Zandipore's light shone across the land, peace became the rule of the land. Zandipore's zenith was a golden age, as their great power with magic and combat meant that the threats of this world were defeated.

A benevolent church, wise rulers, clever merchants and humble folk allowed Zandipore to act as a beacon. However, upon the discovery of the **BLADE OF LIGHT**, the King enshrined the Blade with **Barchester Cathedral** in the name of the **Church**.

This led to **MASTEMA** creating the **Corrupted Lands** out of spite, flooding Zandipore with cursed magic and demons. Despite the power of the knights, the king was corrupted and became **Picrochole**, the Wicked Lord – defeating many of the knights and allowing the kingdom to fall into chaos. Old Zandipore is still a fairy tale land of castles and villages – but the meadows are now tainted, the earth itself spawning demons and cursed dead. **Picrochole** guards the **BLADE OF LIGHT** even now, as the **Emissary of Nebula**.

[Art Credit: Corykeks]



>7. New Zondipore: When **MASTEMA** destroyed Zondipore in a fit of jealousy, as his crowning achievement he corrupted **Yolding Castle** thoroughly and forced it to fly in the air, a constant darkness over **Zondipore**.

The **Castle** itself has been outfitted to be a den of sin and luxury, flashing signs and fixtures stolen from **Serannia's** olden days – the hallways and courtyards resembling a twisted and dark city of dazzling lights.

Demons and worse patrol the streets and revel in the coming darkness, while **MASTEMA** sits from a thorny throne in wait for any '**Braves**' who would dare stop his designs to drown the world in calamity. The **King of Demons**, **MASTEMA** himself is the guardian of this hive of evil, named "New Zondipore" as a final insult to the fallen Eden.

[Art Credit: Miitopio]



LUNA ASCENSION

>8. **Tower of Heaven:** A spire that splits the sky, the Tower has been there for as long as people can remember. Adventurers from across the land often climb the tower, only to be devoured or destroyed by the bizarre creatures and worlds within – but not for lack of reason, as great treasures of divine power and rarity can be found there.

In the deepest parts of **Grim Tartary**, a legend can be found – that the **Tower of Heaven** is in fact the legendary **Dragon Sword**, slumbering. Whether or not this is true, what is known is that at the highest level of the Tower rests the **CREATOR** and their angels.

They say whoever can reach the **CREATOR** will be granted a boon. It's in fact rumored among those who know that the blessing that created **Zandipore** was the result of such a gift. In any case, small camps and traders await at the base of the Tower awaiting those brave or foolish enough to seek the top and reach paradise...

*I saw the traveler make his way toward the monolith,
That thin gash amidst the clouds;
An open seam between heaven and earth that eluded the eye of God.
Or perhaps it had not; perhaps it beckoned from one realm
To the other, wedded and ruled as one;
For look how clean it splits the horizon 'twain, absorbs it,
Makes it strange,
An indomitable beam,
A Tower of Heaven.*

*Races

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



>**Human:** Native to this land, humans have no particular strengths, instead favoring flexibility in their attributes and skills. They are said to have the favor of the Creator.



>**Alv:** Alves are an ancient race that seemingly descended the Tower of Heaven, resembling humans with strange proportions. They favor magical capabilities overall.



>**Rakasha:** Hailing from the distant west, this demonic race favors abilities requiring precision, as well as an affinity for Dark Jobs such as Dark Knights or Black Mages.



>**Moreau:** Hailing from the North, Moreau are notable for being 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 martial artists and warriors.



>**Machina:** A race created long ago by the Serannian people, Machina are naturally armored and heavily resistant to most basic status effects such as Blindness and Poison. However, they also are susceptible to Thunder type damage.



>**Awakened Monster:** While Monsters normally are simply wild creatures such as Slimes, Dire Animals or Wyverns that have been corrupted or driven to frenzy, you and your kind are Monsters that have awoken to reason. You possess unique biology that allows for strong unarmed attacks and basic natural Black Magic. You must choose a Template from the Notes section for this form.

***Origins (100 perks are free for origin; all others are discounted. Perks cannot be bought multiple times.)**



Drop in

A wanderer from beyond the interdimensional rift, you have access to abilities some would consider unnatural and strange.

Unfortunately, the “Job” system that others would use to gain strength and power is not inherent to you. But there’s other paths to power. Whatever roads you walk, you can be sure to know that they are yours alone.

Whispering Legend (100): Though there are many prophecies and legends in this land, it’s a mystery as to who exactly ‘starts’ them...well, you may be an answer. You have a talent for creating compelling and long-lasting stories that can act as guiding lights for generations, easily retold and interpreted.

Battle on the Big Bridge (100): Wandering through the worlds, you have an air of familiarity yet mystery to you – everyone has a sense that they know you, and you’re easily quotable and likeable, but if you wish to make yourself scarce, those who knew you would struggle to describe you well.

Monster Rancher (200): Your outsider’s view allows you to actually engage with monsters or otherwise mindless beasts in a way even Blue Mages would find impressive – allowing you to form real and true bonds with unawakened Monsters and even with time can Awaken them to reason and wisdom simply by being a positive and enlightening influence on them.

It’s Morphing Time! (200): The chaotic energies of the Rift have made your body a little...odd. You are able to grow extra arms from your back, allowing you to use multiple weapons. While these arms cannot outperform a seasoned adventurer from this world in brown, they do allow you to use your many gathered trinkets easily.

Collector of Unique Treasures (400): The many worlds are filled with hidden weapons and gear that hold great power but are locked behind esoteric locks and puzzles. You are not deterred, however. You have an amazing ability to uncover these hidden “optional” treasures for yourself, even in places where you wouldn’t expect. In addition, you can even find “replicas” of unique weapons and artifacts in worlds where they’re truly one of a kind, though they tend to be only half as powerful as their originator.

Future Master (400): While there are Machinists and Chemists in this world who can tinker in the realms of science, you know the arts to generate miraculous power from technology, able to create honest-to-Creator magitech. While you start only merely able to replicate what Machinists can do with steam technology, as you advance, the creation of automata and flying machines and beam weaponry open up. In time, you may even be able to reach the stars above...

Soulbound Weapon (600): A longstanding companion, your own “Enkidu”, you are joined by a sentient weapon with a potent and latent power. This weapon is currently slumbering, giving you a basic potential in a Job of your choice, granting the 100-point perks for your chosen Job. As it feeds on conflict and strife, it can ‘level up’ to eventually grant you more and more of a job’s abilities until you reach Mastery of the job. When you reach Mastery in a job, it ‘reproduces’, creating another weakened copy of itself. Occasionally, this copy will mutate into an item that acts as a Soulbound Weapon for a random Job – though a weapon can only reach Mastery once, so its progeny will have to be the one to birth another Weapon. Truly a unique friend to have.

Champion from Beyond the Rift (600): This may not be the path you used to get here, but...you may appreciate it none the less. You are now able to “wander” and access the Rift in any setting you enter, a crystalline blue void filled with all manner of dangerous Rift Abominations. From this void, you can enter any worlds in the “multiverse” of any setting you enter, though like any territory you will have to explore and map the Interdimensional Rift of any setting you go to if you wish to use it effectively. Still, it is a road that is always open to you, and with effort no place in these many worlds is beyond your reach.



Brave of Light

A chosen of the Dragon Sword, you hold one of the Six Blades' blessings, and are ordained by the Dragon Sword's will to gather together and purify the Six Blades, restoring order to the land. Though you are not necessarily the strongest in the land, your potential is through the roof from your elemental blessing...as well as the fact that a hidden power slumbers within you.

Pots and Bushes (100): An odd form of luck, you'll find that some providence deigns for vital supplies such as money, food and healing items can be discovered with a little scrounging anywhere you look - though once an area is searched this way, it'll remain clean for at least a few weeks.

Brand of the Brave (Free, Restricted): The mark of the Dragon Sword, you hold one of the Six Blade's brands. The Brands grant the Blessing of **Light**, **Darkness**, **Fire**, **Earth**, **Wind**, or **Water**. While Black Mages and similar magic workers can use these elements as a pure offensive ability, your blessing grants you a fine amount of control over them, and what's more, you can integrate their attributes into any actions you take - allowing even a Berserker to wield Flame as part of their art. In addition, during the course of your adventures here, you may attune to the Blade of your element to gain the **EXCEED** version of the element, enhancing the element and giving it additional features. **EXCEED** Elements and their effects will be laid out in the Notes section, but all of them add onto the element's capabilities and make them much more flexible.

Echoing Whisper (200): This land is old and storied, and much of the long-forgotten past will be relevant to your journeys...but the Dragon Sword was old when the Creator was young, so they say, and you can tap into its observance of this world. Visions of the past when meeting important people or entering important places will assault you, ensuring that you will never be without important context in your adventure!

Sleep it Off (200): As the Brave of Light, your body's natural ability to recover has been greatly enhanced, allowing you to recover greatly from near mortal wounds and shake off anything but explicitly supernatural wounds or diseases with bed rest and a good breakfast! Though you can't recover from death without white magic, obviously.

Dragon Sword's Steel (400): Your legend can't end here! Now, you can shake off supernatural afflictions such as Curse, Doom, or Petrification with willpower and the will of your friends at your side in proportion to the severity of the affliction. In addition, when fighting alongside your friends, your power just grows and grows based on the depths of your bonds with them. Finally, you can draw upon this inner light to purify people and objects that were otherwise corrupted!

Brave Break (400): As a hero to cast down evil, your combat potential is great! When are your most stressed in a fight, you can break your limits and perform a powerful combination attack that is at least 150% more effective as your usual strikes. In addition, you have a talent for creating "Double Techs" that combine you and another hero's strengths for a single amazing attack.

Inheritor of Legends (600): The guidance of the Blades allows you to gain great skill and prestige. This perk grants you up to 3 Job Choices and grants 1000 points to spend specifically on Job Perks, allowing you to truly gain a wide array of tools in the fight!

Heroic Spirit (600): The true core of the Brave of Light's strength, your Blade Brand allows you to call upon guidance from an ancient guardian spirit of the Element, allowing you to call upon their strength in combat, their guidance and advice, and their mere presence in your heart granting immeasurable boosts to your potential in combat and magic, as well as enhancing your control and flexibility with your chosen Element. You may look to the **Eidolon Generation** section to see the nature of this spirit and how it manifests.



Emissary of Shadow

One of Mastema's lieutenants in Darkness, your charge is to defeat the Braves of Light and turn this world into a hell on earth. Though the odds are against you, all you must do is ensure that evil always finds a way...And not let those pesky Braves stop you from drowning the world in darkness.

Wicked Whispers (100): The words from a devil's lips always have a sweet sound to them, as the mind knows that it is only the finest of treasures lie behind evil. You have the ability to seep sin into your voice, allowing you to seduce and intimidate with little to no effort.

Princess Taker (100): Words don't always convince the righteous to step down. But, if someone precious to them were to be on the line... it's hard to find a do-gooder who is willing to let a friend, lover, or family member die. You know how to 'acquire' people, store them, and ensure that they're not likely to bust out anytime soon.

Listen Well (200): While crushing your foes is all well and good, it's hard to rule through fear if nobody can tremble your name through their lips to those who would oppose you. With this, you are able to hold back in combat enough to bring someone to 'near defeat' when they would otherwise perish. In this state, they are able to observe and escape and not much else, being unable to take any action against you until they've recovered. May they learn their lesson ell.

Dancing Shadows (200): Unlike the serene night that the **Blade of Darkness** grants, **MASTEMA** has blessed you with control over the hungry darkness that gnaws at people's hope, using this mastery to create intimidating illusions and effects is a cinch. You can also use weak Dark elemental attacks, akin to a basic Black Mage's spells.

Flood of Demons (400): Demons are your ever-ready minions, and you can birth them with but a wave of your hand. By infusing pure darkness or your Blighted Blade's element into wildlife, humans, or objects, you can create monsters at your beck and call. You can even create pure demonic constructs of your Blighted Blade Element or Shadow, much like the Demons of the Rift. Let your army grow and grow.

Break your Body(400): Your presence is so oppressive that even fighting you for long periods of time has a tendency to wear on people's very will to fight - your natural attacks have the capability of inflicting the "Mind Break", "Power Break", and "Life Break" statuses - weakening their magical, offensive and defensive capabilities with every time the status strikes true.

Blighted Blade (600): You are made to corrupt a specific Blade and have been gifted with great Dark Powers based on that element. This allows you to access the strongest Black Magic of that element as a combat option. Your power over darkness, also allows for you to forcibly 'corrupt' magic, creatures, people, or artifacts to be at your beck and call, though those who would resist you or things that are forced to act against their nature will be reduced in their effectiveness as they resist your pull, perhaps even breaking free from the corruption if they're strong enough.

My Mask, Cast Aside (600): By fully devouring yourself in shadow, you now have access to a powerful "final" form, perfect for annihilating stubborn crusaders who won't get the hint. You gain access to a form created with the **Transformation Generation** section, similar to Heroic Spirits.



Hero of the Land

Though you have not heard the Dragon Sword's call, you none the less are a renowned adventurer, sage or just particular gritty individual. What the Braves accomplish with destiny and friendship, you reached through sacrifice and hard work. Let them know that heroes still walk this land, even now.

Just an Old Man (100): While your exploits may be amazing and grand, it's nice to be able to hang your blade up and live a simple life. You know how to downplay and mitigate your reputation, allowing you to fly under the radar despite how amazing your past victories and triumphs have been.

The Living Legend (100): Conversely, there are times when you simply need to throw your weight around. When you wish to do so, you know how to make a dramatic entrance and make it VERY clear to everyone around that you're a big deal - as well as having it such that those in this world who are interested in your expertise know you at a glance and honor your name.

Passing the Torch (200): You know that legends never die, but men do, and their lessons with them...unless you take the time to spread the light. You know how to foster and ignite those less experienced than you, suffusing them with determination and competence by a steady hand and brilliant words. Even if you were to meet your end, your battle would carry on far beyond your life. That's the best a hero can hope for.

Beast Hunter (200): You've spent years and years, perhaps decades, in this land. Every beast, every monster, everything that isn't one of Mastema's own lieutenants or something entirely new? You've killed it. You know how to kill it. You even know how to capture it! You're a true hunter of monsters and killing anything less than an agent of MASTEMA is easy to you even without a Job.

Dungeon Master (400): Dungeon crawling. This land is covered in lost towns, ruins, and keeps that adventurers spend hours and hours in them. As a result, Dungeoneering is so ingrained to you that you can easily read and figure out ancient keeps, castles, and trapped crypts despite having never touched or been to the dungeon in question!

Master of Ceremonies (400): As the highest of echelons for adventurers, it's up to you to whip them into shape! Under your guidance, you're able to optimize parties of adventurers and create a trim fighting force from even the most rag tag groups, growing vagabonds with swords and minor magics into heroes with a careful hand. Show them what a real party looks like!

Legendary Adventurer (600): Since you made your own way in this world, it's not surprising that you have your own way of doing things - not beholden to legends and myths, being one yourself! You have a custom Job, which you can create by picking two 100-cost perks, two 200-cost perks, 1 400-cost perk, and a Mastery Perk from any available Jobs. You have all of these perks and are a MASTER of this custom Job.

Warrior of Dawn (600): As among the highest of adventurers, you are a beacon of hope that paves the way for the new generation. You may choose a job and gain all of the perks of a chosen job for free, immediately unlocking MASTERY of that Job. In addition, you can teach others to gain your Job and its basic skills directly - allowing them to gain the basic perks of that Job and advance through their training into MASTERY. But you may not always be there or around to give your teachings firsthand. Yet, you learnt a curious skill that can allow you to teach from across time and space. You know how to create **JOB CRYSTALS**, which allows someone to instantly gain potential for a Job as if you had taught them the basics. You can create Job Crystals of any job you know, not just your Warrior of Dawn job.

*Jobs

Jobs are representations of sets of skills and magical talents that adventurers and warriors in this world are capable of, allowing you to claim victory in a variety of ways as well as solve a number of problems. 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 without needing to buy the perks, but it will take the better part of a decade to do so.**



Archer

The Archers are sharp-eyed soldiers who rarely miss their mark. Patience is an Archer's best friend, and cooler heads prevail amongst these ranged units; when an Archer lines up a shot, they mean business. Some Archers deal in the traditional bow and arrow, but some Machinists allow Archers to deal death with guns and bullets.

Precision (100): Your skill with bow and arrow is phenomenal, allowing you control and finesse that marks you as a seasoned marksman, able to land shots even at a dead sprint as long as you can get a bead on your target.

Quick Arrows (100): Your quickdraw capabilities are such that you can easily get the first shot in any combat among equals, and what's more you can easily switch targets without missing a beat.

Trick Arrows (200): While arrows and projectiles are not exactly easy to switch out and use without causing some issues with trajectory, you know how to use a mix of simple engineering and alchemical skills to create variant arrows that can inflict status effects or mimic Elemental spells, albeit slightly weaker.

Deadly Shot (200): Your precision is increased to the point that you can easily strike vitals and weak points, even in massive or armored targets. Striking critical points is your forte!

Barrage (400): Your ability to draw, aim, and fire in moments is so finely honed that you can send out veritable storms of arrows within the amount of time that a less experienced marksman could get out 4. Gun users could find that their trigger finger is such that even muskets can fire in a semi-automatic fashion, somehow. Rain down on your enemies, marksman!

Soul Slay (Mastery): Years of dealing death have taught you not only to strike someone's physical vitals, but their mystical vitals as well. You can take a moment to aim and use a Soul Slay, inflicting an Instant Death status effect with an arrow. While creatures with strong willpower or magical strength can resist it, against simply tough or physically strong enemies, it spells their doom.



Bard

Some people bring staves or swords to battle, but not the Bard. These charming men support their allies with the music they make, raising their spirits and their abilities with rousing harp solos. The Bard is often accused of not taking things seriously enough, but the carefree Bard is only following his heart's desires, and why shouldn't he? There's a whole world out there, and it's a world full of music.

Harping On (100): You are capable of doing basic magical attacks by playing an instrument, as if every strum were a sword swing. You also are not bad at playing any given instrument, at default the Lute.

Take a Melody (100): You gain access to the basic bardic spells - which consist of a sonic blast attack, and a pair of songs that enhance people's defenses and magical potential. You must continuously play the Song in question in order to keep the buff going.

Performance Artist (200): You can perform Bardic Spells using your movements and gain some skill with dancing and acting, allowing you to maintain a bardic spell without vocalization or sound, and through your combat.

Simple as Can Be (200): You can perform median Bardic spells, allowing you to inflict status effects like Stop or Silence as well as regenerate health over the course of the healing song, or deal great damage to wicked beings such as demons or undead.

Words and Sweet Harmony(400): The strongest tier of Bardic spells, this grants a powerful earthshaking sonic attack song, a song that gives allies herculean strength and a surge of fighting strength, a song to confound enemy senses, and a song to allow people to move with great haste and precision.

Mockingbird (Mastery): Through your mastery of performance, you are able to 'echo' an ally's Job ability, mimicking them to the point of being able to actually use an ability that your ally has just performed - though the timing window is tight and requires perfect tempo.



Berserker

The Berserker is well known for their large weaponry and foul mood. Neither as brooding as the Dark Knight or as dapper as the Red Mage, the Berserker cares about the end result, not how they got there or what they're fighting for. Always looking for a chance to fight, Berserkers have been known to call out entire guilds to combat against or group together to take down a famous opponent. Berserker care little about money or even their own health. They just want to swing their axe.

Get Angry (100): You are capable of entering the Berserk status. You are driven to attack everything in your reach, but as your rage fills you, you gain the strength to chop a tree in one swing of an axe without slowing – easily allowing you to cut down hordes in your reach.

Get Tough (100): Your iron constitution is such that common status effects such as Poison and Paralysis are much easier to shake off with pure rage, and as you are Berserk you can take mortal wounds and still keep fighting with little to no pain!

Get out of my Way (200): Your strength can easily be leveraged into tossing, shoving, and otherwise forcing people to move where you want them, able to toss full grown men like pillows and suplex bears in your sheer rage.

Tamed Beast (200): You have learned to temper your anger with compassion and protective instincts. While you're berserk, you can't be forced to attack allies due to confusion, anger, or mind control. Even a wild wolf doesn't bite a feeding hand.

Go Nuts (400): Your rage allows you to expend stamina to create lightning-quick bursts of rapid attacks while berserk, striking three times where normal combatants would only strike once.

Avatar of Rage (Mastery): You are beyond angry. Mental effects such as fear, mind control, forced sleep, or confusion don't work on you as long as you're Berserk. In addition, while you're berserk, your body is naturally as tough and difficult to damage as if you were inhumanly armored, like attempting to tear into a mountain with your weapon alone. Rip and tear, until it's done.



Black Mage

With a distinct pointed cap and a face shrouded deep inside the darkness of their cowl, the Black Mage is a master of magic turned to the aim of destruction. Even if their outfits seem doddering and silly, and whether they're loudmouthed, stoic or shy, the fires, blizzards and thunderstorms they call inspire awe in those around them.

Presto (100): You have access to the most fundamental of all Black Magic – Elemental Attacks. You can wield all of the basic elements except **Light** (instead replaced with **Lightning**) as powerful attacks. At this level, they're potent but nothing out of the ordinary – **Fire I** hits like being struck with a blazing torch, **Earth I** is a fist sized hunk of solid rock flung at high speeds, and **Water I** feels as if you dove from 40 feet into a lake. Even so, elemental weaknesses and strengths can make these much, much stronger.

Fun with Shapes (100): Your control over magic gives you the ability to shape your magical attacks into 'beams' and 'balls' that have an area of effect rather than simply striking a single target, as Black Magic normally does.

Abracadabra (200): You have learnt Journeyman-level Black Magic, able to inflict basic status effects such as Poison, Frog, and Sleep. In addition, your Elemental spells become stronger – **Fire II** is a massive bonfire, **Earth II** is a man-sized boulder flung as a projectile, **Air II** is a howling wind that can pick someone off their feet and fling them a few yards. Many stop here, but your path can go even further...

Finesse (200): Your control over magic is such that you can even dial back or further pump your spells! You can either weaken a spell (while still taxing more Mana Points in order to control this process finely) in order to give it more targets and allow you to 'home in' on them with your spells, or 'pump' a spell to boost its potency 1.5 times. You can combine these, but the cost of a spell increased by 30% for each specific alteration, meaning a pumped targeted spell is nearly 60% harder to cast, for most. Still, it's well worth the effort.

Alakozam (400): You have reached some of the highest levels of Black Magic. You have learned Stone, a petrification spell, allowing you to directly turn enemies to stone. In addition, you can use Mana Drain and Life Drain, allowing you to sap mana and vitality from your foes. You now call upon elemental magic that would qualify as a minor natural disaster – conflagrations that can swallow castles, small hurricanes, and lightning bright and strong enough to drive deep splits into stone. Wield your power well!

Avatar of Black Magic (Mastery): As one of the genius Mages of our time, you are able to freely shape and spread your magic's targets (such as in Finesse) with no reduction in power or addition in cost. In addition, you have twice the amount of magical potential as any normal adventurer in this world, allowing you to call upon much more power than they. Let them quiver before you.



Chemist

The source of handy potions and smelling salts world-over, Chemists are known for their well-stocked inventories and their swift reflexes. Whether scientists, herbalists, or something in-between, they know their mixtures and tinctures better than anyone else – and when you want the most out of your stock, you'll want a Chemist there to help out.

Mix and Match (100): As a basic skill of this world's Alchemists, you know the recipes and ways to create any consumable magic item of this world using alchemical ingredients such as herbs and small orbs – antidotes, potions, and ethers are all within your wheelhouse, and they're easy to make for you.

Throw (100): You have a pretty steady throwing arm, allowing you to accurately and easily administer consumable items from a distance, even if they normally need to be imbibed or otherwise applied not through high velocity methods.

Enhance Item (200): By tinkering with existing consumable items and using more than one of the consumables in question, 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, consumables you tinker with become twice as effective as normal.

All Natural (200): By examining monsters and demons after their defeat, you can procure useful ingredients that allow you to create more consumable items! You can also easily dissect and extract all manner of materials from normal beasts as well.

The Great Work (400): You can easily transform consumables into other consumables, such as transforming antidotes into eye drops, or potions into ethers. Combined with Enhanced Item, you can even use a number of potions to create a Smelling Salt, allowing you to resurrect someone fallen in battle (though not fully killed) at half health!

Philosopher's Stone (MASTERY): A simple yet potent ability, a demonstration of the transformative power of alchemist skill – you can infuse mana into a consumable item and duplicate it from the ether. There is no limit to how many times you can do this, only your own mana reserves. For most adventurers, this process requires 30% of their maximum mana reserves to perform.



Dark Knight

Faces hidden by black helms and bearing enormous weapons, the Dark Knight appears on the battlefield as fear embodied. Legends about them proclaim warriors empowered by hate and bargains with fiends, mercenaries who will betray their allies at any moment, knights serving as a mere extension of their liege's mad ambition. In truth, none can say but the Dark Knights – and they are not known for running their mouths.

The Edge is Calling Tonight (100): Your blade can be infused with **Darkness**, allowing you to inflict poison and blindness by calling upon dark winds as well as inflicting Darkness damage through your weapon. As you grow in strength, it becomes comparable to a Black Mage's Dark-aspected attacks, going from Dark I to Dark III as you become a master of the Evil Weapon technique. IN addition, you are able to instead of expending mana use your own life force as fuel for these and other Dark Knight abilities.

I Walk a Lonely Road (100): One way or another, you tend to be much better off fighting on your own. When you are outnumbered or otherwise alone in a combat, your effectiveness of strikes goes up by a noticeable and significant amount, and you become equally harder to put down.

My Shadow Walks Beside Me (200): While you may fight better alone, you can always count on your inner darkness to aid you. You can manifest your shadow as a second combatant with your level of power and skill in the Dark Knight Job, granting it all of your strength in magic and combat. This Shadow Knight may transform back into a shadow and manifest again, allowing it to act as an evasive foe for those who stand in your way.

Wicked Ways (200): By channeling evil, you can defeat it. At least, that's the idea. You are able to call upon a wicked aura, summoned by an evil cockling that inflicts the Slow status on your foes. In addition, your ability to perform dirty tactics such as striking from behind or heavy intimidation of your foes is within your reach. In fact, your villainy is such that even when you're using Darkness against those who would be empowered or healed by it, they are still harmed!

Darkness, Heed my Call (400): By manifesting your inner darkness, you now have cultivated that demonic energy that even Demons fear you more than **MASTEMA**. Demons and unnatural beings such as undead will not willingly strike you, and you can banish them with a contest of wills – forcing them to flee or even turn on their masters if they have less raw power and will than you.

The Devil Within (Mastery): At the edge of Darkness...you will have to become what you must. When you would be defeated in battle, you instead become a monstrous devil created using the **Transformation Generation** section, resurrected with half health and suffused with terrible power. The Devil Within may be used by an Eidolon or Transformation, but The Devil Within does not stack with itself nor can it be used multiple times in a fight.



Dragoon

Whether they are seen as traveling nomads or esteemed members of the army, Dragoons are easily recognizable by their dragon-like armor, crafted to show their resemblance to their dragon counterparts. Often seeking to reach new heights, many Dragoons have gone on a training ordeal at some point in their life, jumping to the highest of mountains, sometimes even befriending a wyvern along the way. Throughout history, many Dragoons have taken the surname of Highwind upon themselves, to show their respect to the man who first befriended the wyverns. Or so the legends say.

Jump Attack (100): With a single leap, you can fly high into the air, allowing you to evade most if not all attacks and strike at flying enemies with your lance. In addition, this allows you to accurately land and strike with all of your might and combined momentum when you come down to earth without any repercussions!

Parry and Leap (100): You are insanely evasive, able to backflip and turn away even arrows with your lance, using your agility to your advantage as you simply cartwheel through the danger unscathed.

Critical Leap (200): Your Lance now can strike critical weak points with ease after a Jump Attack, allowing you to pierce the armor of even the strongest Warmechs using your honed precision and the sheer fact of gravity in your favor. These critical strikes take whatever damage would be dealt and triple it!

Bloody Lance (200): Your lance thirsts for blood! With every Jump Attack, you restore as much health and mana as you inflict damage, as long as a lance is your given weapon.

Wyrmblood (400): Like the Dragoons of old, you have befriended a Wyvern and now can call upon them as your allies – allowing you to ride Dragons into battle and speak the language of Dragons, giving you many options and powerful allies.

Highwind (Mastery): Your mastery over the Jump Attack is such that, simply put, when you perform a Jump Attack, you don't come down until you want to. You are able to suspend yourself mid-air indefinitely, allowing you to even fly by moving through the air, and coming down from hundreds of feet in the air with no ill effects. In addition, all of your Jump Attack-based abilities are thrice as effective.



Fighter

Armed with steel, guts, and occasionally their allies, the Fighter, as a class, personifies the scrapper at the heart of the battlefield – from mercenary cadet to former soldier, the Fighter specializes in bringing chaos and disaster to the enemy as well as tactical genius to their allies.

Zweihander (100): All you need to do some proper damage is to put your back into it! By gripping a weapon with both hands, your physical strikes are much more punishing, doing nearly twice as much damage as normally. Even otherwise two-handed weapons such as battle axes and great swords grant this boost in damage as well.

Proud Protector (100): As the bulwark of your party, you know how to shore up defenses. When you're the target of an attack, you can steel yourself and make it inflict half the damage it would've inflicted. In addition, you have the protective instincts to dive and cover a party member, taking damage that would've been inflicted upon them – but you can't Guard this damage, so...Make sure it's something you're not going to regret taking.

Heart of the Party (200): You're the most valuable party member! You can cheer on your allies, granting them boosts to their defense and resistance to status effects, as well as assisting their attacks and actions to become much more effective, almost 40%. Finally, you can create a distraction that gives your party the best chance to retreat from any encounter not against one of the Emissaries of Shadow. You're certainly popular...

Crosscut (200): By expending mana, you can grant your attacks a 'double strike' property, meaning every strike you land has the effect as if it had landed twice in that one moment – essentially a kind of double tap. This can rapidly mount to amazing piles of damage!

Raw Intuition (400): You may not necessarily have the techniques and fancy abilities that your party members have, but you are built for battle and honed well. You have the fighting strength of 10 adventurers of your caliber, a vitality to match, with punishing blows that strike critical weak points. Finally, your training allows you to use any kind of weapon under the sun with no practice or learning curve!

Unavoidable Attack (MASTERY): Your skill is maximum. Your blade is true. By focusing mana into a strike, you can make it as such that your next attack will ignore evasive strikes and defensive magics and strike without fail, barring divine intervention or similarly potent defenses.



Machinist

A Machinist is an incredibly skilled artisan who has decided to push the boundaries of current technology and has managed to do so successfully. They are capable of building a wide variety of machines and firearms which they use to overwhelm enemies of their homes through sheer efficiency. Those who welcome a Machinist to live within their city will be granted the boons of a true genius.

Technomancy (100): By gathering mechanical and alchemical materials, you can create devices such as weapons and attack items that do a good job of replicating Black Magic and White Magic, though many of them are either one-use or require recharging and ammunition to activate. These often manifest as guns, bombs, and strange gizmos!

Scrounge (100): By searching an area thoroughly, you can find enough parts to create up to 3 Technomancy Devices. However, you are so thorough that once an area is searched this way it won't have anything useful to you for at least two weeks before you can search again. You can also search a fallen Mechanical enemy such as a Warmech or a Golem for enough parts to create half of a Machinist device.

Assemble and Disassemble (200): In order to save time and resources, you are able to disassemble and reassemble your existing Technomancy devices into new forms, effectively recycling them! This allows you to also disassemble non-Technomancy technology into parts to use for Technomancy.

Always Ready (200): You are able to hide away a single Device in a hidden space beyond this world, allowing you to use it even when fully stripped of your gear. In addition, you have an innate understanding of all technology, regardless of homeland or time period. Use for flung future tech or ancient Serannian computers with no issue whatsoever!

The Sky is the Limit (400): Your mastery of technology is such that you can go far beyond simple weapons and gizmos, allowing you to create vast works such as Airships, Submarines, Flying fortresses, and automated weaponry! In addition, you also can create Animating Intelligences using Mana, allowing you to start on the process of creating proper Machina if you so desire.

Deus Ex Machina (Mastery): Your mastery of Artifice is such that you barely need materials anymore. You can draw upon the Ether using your mana to create the raw materials needed for any Device or technology you wish to make, and even create them fully formed if you so wish! For most adventurers, this process requires 30% of their maximum mana reserves to perform.



Monk

Often caught in meditation, the Monk is distinguished by their fit statures, determination and trademark bandana's. Whether they are holding up a collapsing building or practicing their jump kicks during a night at the inn, it does not take a trained eye to determine they endure many hardships.

Focused Blow (100): By anticipating and focusing your chi, you can strike with increased power using your bare fists – giving it 150% effectiveness in a single strike. But you must give a moment to charge the chi, and for the strike to be made barehanded.

Chi Touch (100): Your unarmed strikes are now able to strike like mystical bullets, allowing you to smash your way through spirits and even damage roughly armored Machina with your bare hands with no damage to yourself whatsoever!

Counter Stance (200): You can enter a Stance in which you have a 30% chance whenever struck to instantly return the damage back with a powerful unarmed strike, as long as the attack is melee. This stance slowly drains mana to maintain, but as long as the fee is paid, it can be maintained indefinitely.

Impetuous Style (200): By entering a Stance (that cannot be combined with Counter stance), your unarmed strikes now come down fast and furious, this Impetuous stance allowing you to strike twice with each punch in the timespan of a single swing of the fist! As with the Counter Stance, this drains mana slowly, but it can be maintained as long as Mana is plentiful.

Superb Training (400): Similarly, to the Fighter, you have foregone fancy magical tricks to harden your body and focus your mind. You're faster than a jaguar, your punches can go through armored plating easily as you swing with the strength of 10 men, and can take a punch thrown by someone of your caliber and keep going with no issue despite being lightly armored. In addition, you can use "Focused Blow" with no time delay whatsoever, allowing you to strike powerfully time after time.

Turbo Fighter (Mastery): Your body is now so finely trained that it seems almost like magic. You are essentially under the effects of a Haste spell at all times, allowing you to move at high speeds, strike with a flurry of blows in the blink of an eye, and react to attacks so quickly you are essentially untouchable to sluggish opponents. Even when slowed, you only return to normal speed for the duration of the status effect.



Mystic Knight

Shrouded in gleaming armor and swathed in white cloth, the path towards a Mystic Knight is more one of revelation than of training – most famously symbolized in the triumph beyond oneself that must be performed on a path of ordeals. Solitary knights of virtue, the traditional Knight is a wandering ascetic of the sword, protecting the innocent and defeating evil wherever their blade travels, paying no fealty – or even lip-service – to any authority on earth.

Barrier (100): When you are put down to low health, you can create a protective barrier across the entire party, granting a great boost to defense and protecting both yourself and those around you!

Smite (100): By expending Mana, you are capable of calling the **Light** upon your blade, essentially doing Holy damage as if you were a white mage through your weapon. In addition, you can use this power to deal even greater damage to unnatural beings such as Demons and Undead beyond what Holy does already.

Ad Astra (200): By focusing your inner hope and strength, you can cast a protective spell on yourself or another during your battles. This spell negates the damage of a single attack fully, and once an attack is negated the spell is fully dispelled. The attacks of those who greatly outpower you can shatter this shield and still keep going, instead having this divine shield act as merely a damage reduction.

Last Stand (200): When you are down to low health, you are able to put an aura upon your body that doubles the effectiveness of all healing techniques and abilities – including consumables, white magic, and bardic magic! This maintains even after you are restored to full health, until the end of a combat.

Spirits Within (400): By calling upon the spirit of your chivalry, you are capable of summoning a number of silvery blades that can aid in your assault, striking with holy magic and power as effectively as you can. You do not stand alone!

Sword That Emits Light (Mastery): The ultimate technique in banishing evil, this attack allows you to summon forth the hopes and dreams of your allies and those who despise the one you're striking down with this – allowing you to summon their power in a single strike and ignore the defenses of your vile opponent...though, with enough raw power beyond even your hopes and dreams, a particularly ancient or powerful evil can shrug off the worst of this strike and still have their magical defenses active.



Ninja

Whether fighting for honor and for country or for anyone that's willing to pay, the ninja is a shadowy agent so skilled that their existence is sometimes dismissed as legend. They move with silence, shroud themselves in black, and wield strange magics – what are they but men aspiring to be phantoms?

Shinobi Arts (100): Skilled with two weapon fighting and acrobatic combat, you are the very image of a shinobi. You know how to leverage dual blades and speed to get the job done, no matter how grim.

Trick Bombs (100): You have access to a number of bombs that allow for you to get the advantage – smoke bombs, goo bombs, and flash bombs that disorient and distract the foe in any manner you please.

From the Shadows (200): You can easily hide from view and strike critical weak points of your enemies, using the shadows as your ally. In addition, your ambushing strikes always deal at least 150% of their usual damage comparatively, ensuring that you kill without a sound and without being sighted.

Striking the Smoke (200): You are almost infuriatingly difficult to target, as your skill and shadow-like nature make you an absolute nightmare to actually target – even magic itself has difficulty getting a bead on you!

Dim Mak (400): Every strike you make, especially ambushed strikes or critical attacks, has a decent chance of inflicting the Instant death status – on those greatly weaker than you, this is almost always likely to activate. A forbidden technique, but a damn good one.

The Shadow of Death (Mastery): By channeling a mysterious technique, you can become unperceivable by even magical senses, a near total invisibility. While taking any attack in this state will drop the invisibility, your first attack while stealthed deals triple damage.



Esper

Drawing upon a power from within, Esper arts were introduced by entities from beyond the Rift. Espers are unable to perform as grand feats as Black and White mages, but shockingly, they do not need to draw Mana forth in order to work their arts...and in addition, they appear to mimic the nature of the Rift itself in certain ways and call upon its power.

Psychokinetic (100): You are able to utilize the power of your mind and produce bullets and missiles of great force, equal to Black Magic such as **Fire I** or **Dark I** without using any mana. These attacks are without any elemental allegiance, allowing you to bypass resistances but unable to take advantage of weaknesses.

Brainshock (100): By focusing on an opponent and entering in a battle of wits with them, you may hypnotize or utterly disrupt their concentration - allowing you to effectively Silence spellcasting opponents or even charm slow witted enemies. Mindless opponents cannot be affected by this, such as mindless automatons or zombies.

4th Dimensional (200): You have expanded your mind, allowing you to tap into an odd plane known as the Inland Empire just layered over our own. While this plane is dangerous for living beings, you can enter it for short periods of time to cross distances instantly or store items for later use - as long as they are not alive, they will be untouched by the tides of time.

Power Shield (200): With greater control over your psychokinesis, you are now able to maintain the invisible force of your mind into a protective shield around you and your allies or bar the path of your foes. These barriers are effective enough to block Level 2 magic such as **Fire II**.

Starstorm (400): The dangerous and chaotic energies of your Inland Empire are now at your command. You are able to call upon the Star Storm, a manifestation of the Inland Empire's amazing power - raining down pure psionic energy as if it were a meteor shower, with un-aspected damage equaling the Comet spell, enough to eradicate at least two packs of Rift Abominations in a single attack. Shame that you can't normally control where and who it strikes...

Inland Empire (Mastery): Your Inland Empire has advanced, becoming a true miniature Rift of its own. While it's atmosphere still is violently dangerous and toxic to non-psionic living beings, you are capable of calling upon Rift Abominations shaped and specified to your needs as allies, known as Tulpas. You will need to exert willpower over them for them not to run wild, but while you do, they are truly at your disposal.



Blue Mage

Always mysterious figures, whether azure wizards in veils, frog-chomping hermits or dashing swordsmen in domino masks, Blue Mages take their power from strange places, attempting to mirror and mimic the power of Monsters...even going so far as to mutate their very bodies at the highest of echelons.

Learning the Hard Way (100): Your body has been trained with a special kind of power. While you can't learn Job Abilities this way unless used by Monster (such as one who has Transformed and is using Skill Set), you are capable of using your mana to replicate a monster's innate attacks and spellcasting...as long as you enter a Learning stance and allow yourself to be struck by the technique. Once you have survived such an attack, however, you can perform the ability from there on out using your own mana as a resource.

Tame and Capture (100): You know the tongue of un-awakened and corrupted monsters, allowing you to attempt to reason with them. By taking a moment to attempt to soothe the beast, you can 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, guaranteeing their cooperation for a single battle before they attempt to leave. Continuous taming may become permanent, but it will require a lot of effort and time to do so.

Observe (200): Your studies into monsters ensures that you are never caught off guard when out in the wild. For any non-unique monster such as Mastema's Lieutenants, you are able to take a few minutes to note its capabilities, granting you knowledge on things such as their weaknesses, their special attacks, and their general health and durability. In addition, this enhances 'Learning the Hard Way' in such a way that you can choose to Learn an ability that the creature performs while you are Observing it.

Malleable Blood (200): Your studies into monstrous energy have allowed you to focus mana and change your 'Template', which is the general categories applies to monstrous beings. A list of templates and their effects are laid out in Notes. It takes at least 12 hours in order to gather the requisite mana to change your current template.

Metamorphosis (400): You are what you eat. In your case, literally. By devouring a monster's 'meat' (be it slime, their softer metallic innards, or simply sucking the marrow from a defeated skeleton) and channeling a great deal of mana into the transformation, you can become the monster you devoured - gaining all of their abilities, strengths, and weaknesses. In addition, you can also use your Blue Magic in this form, allowing you to even further improve on their capabilities!

Chimera's Blood (Mastery): Why choose what kind of monster you can be when you can be whichever kind you want? You are able to expend 20% of an average adventurer's mana reserves to take on the traits of any monster you have devoured with Metamorphosis, freely change your Malleable Blood template, and even pick and choose specific features from different creatures. Each individual change requires that mana expenditure, but it can be done on the fly and mid-combat if you wish, the changes taking seconds.



Time Mage

The Time Mage is both the scribe and the master of the heavens. Arms spread and chanting, their calculations bend space and time, using the insight of the cosmos to rework the orbits of individual moments. To the layman, of course, this looks an awful lot like speeding up things or slowing them down, but they have some very complicated orreries and almogests to explain the real, underlying phenomenon.

Between Tick and Tock (100): By twisting the fabric of time, you are capable of inflicting the Stop status effect upon your foes, though like all time magic this can be shaken off by an enemy with a great amount of willpower and strength. You may also Slow an enemy using your skills in time magic. Finally, you may use a basic Gravity attack, an unsuspected magical strike that is effective against flying foes.

Cures All Wounds (100): You are able to accelerate someone's natural healing to the point that grave wounds would become stabilized in minutes. While this isn't as effective as a White Mage's cure, it requires less mana to use than a Cure and can passively work over the course of a battle.

Warp (200): Twisting the fabric of space, you are able to allow your party to escape a combat by expending half of an average adventurer's mana pool. You will be teleported either to a nearby safe place, or if one is farther than a few miles from you, at least 10 miles from the combat in question.

Do It Again (200): You are able to expend a quarter of an average adventurer's mana pool to cause a 'skip' in time, enchanting an ally so that their last action is taken a second time immediately – such as allowing a powerful spell to be cast twice with no need for more mana expenditure, or ensuring that a critical hit is repeated without fail.

Fast Forward (400): Your mastery of time is such that you are capable of expediting it to your benefit. You can cast Haste II, a powerful haste spell that allows a combatant to act at triple their normal speed, though this is only really fully felt on the average adventurer in capabilities – those who are already three times as fast as the average adventurer will find this a little less effective. In addition, you are capable of inflicting the Old status on an opponent, requiring them to resist the effect with their willpower or otherwise age decades or even eons in an instant. For short lived creatures, this is Instant Death, while for arcane constructs and long-lived creatures it reduces their capabilities greatly, effectively halving every stat.

Avatar of Time (Mastery): Time and space are yours to command. You are capable of not only inflicting Stop on an opponent but Stopping time for all those within a mile of you who do not resist the effect. In addition, you are capable of creating vortexes to the far future, casting unwary foes into them to ensure that they will never return – at least, not within your lifetime.



Geomancer

The Geomancer is something of an oddity in a world where man has the power to defy the laws of nature with magic and science. Rather than ignore the natural order, he has learned to become one with it, calling the land for aid in his time of need. Geomancers become capable of truly amazing feats as their bonds with the world increase – summoning a blizzard within a volcano, creating an oasis of water in the desert, and striding through molten lava untouched.

Terrain Attack (100): By channeling the earth's wrath, you are able to expend mana to inflict a Level 2 Black Mage's spell effects based on your current terrain. For example, in a desert or mountainous area you'll be casting **Earth II** while in a coastal area **Water II** will be cast. These are often more cost effective than a Black Mage's casting but are locked to your local terrain.

Nature's Blessing (100): Living amongst the wild beasts and untamed land has enhanced your body to the point where you are much like a beast in movement. You are capable of hovering over the ground, burrowing into the earth, and on foot move quickly enough to overtake a horse at full gallop. Your senses are equally honed.

Tremor Sense (200): You are able to go beyond your senses and tap into the Earth's beating heart, capable of seeing through vibrations in the ground and by disturbances in the ambient aether – able to see magical phenomena and detect magic.

Cloaked in the Elements (200): You may expend a quarter of an adventurer's mana pool to grant yourself an elemental blessing. The blessing enhances your physical statistics noticeably (attack for fire, speed for air, defense for earth, and magical potency for water) and enhances your attacks with an elemental aspect, in addition to granting 150% effectiveness on your attacks with the blessing.

Power of the Earth (400): You may enter a Geotrance, which allows you call upon the Boon, Bane, and Disasters of your current terrain – powerful magical effects. Disasters greatly match many Black Magic spells and can be cast for only 30% of an average adventurer's mana store, but once again require you to be in a specific terrain. For example, A Geotrance of water may restore your party's MP and assault foes with tidal waves, while a Geotrance of underground may spawn healing mushrooms and cave ins. The power is simply whatever the earth sees as your best chance at that moment.

One with the World (Mastery): Your mastery of the world is such that you are capable of calling upon the Geotrance and Terrain Attack of any Terrain no matter where you are. In addition, you are resistant to the elements of Earth, Fire, Water, and Air, taking half damage from elemental strikes of those natures.



Futurist

Inspired by the Machina's early efforts to integrate Jobs by creating specific parts to attach, Futurists see their body as a chassis that can be upgraded with thaumaturgic technology. While Machina eventually learnt how to affect jobs normally, many across the different races embraced the self-upgrading philosophy, and many Machina retain the tradition now.

Utilizing "Skill Crystals" and integrating magic items into their own body, Futurists are self-made men in every sense of the word.

Crystallization (100): By entering a trance-like "Observation" state similar to that of the Blue Mage, you may permanently invest 15% of an average adventurer's mana pool to create a Skill Crystal of a Job ability or spell you witness in that state. While you hold this Skill Crystal in your hand, you are capable of performing that Job Ability or Casting that Spell. You may dissolve the crystal in order to restore your max Mana Pool back to normal.

Equipment Enhancement (100): You know how to adjust your equipment as such that it can hold Futurist crystals, allowing you to wear Skill Crystals and Mystic Crystals in your weapons, armor, or accessories instead of needing to hold it in your hands.

My Body is a Shell (200): Your body is a tool like any else. You are capable of integrating Futurist Crystals into your own body directly, granting you the ability hands-free. The result is that you are capable of holding onto and using more of your skill crystals at once.

Internal Armory (200): You are able to integrate any equipment into your body, allowing you to effectively wear and benefit from multiple pieces of enchanted armor or accessories at once with no limit. While you would need to 'swap' weapons to get their effects, you can get the passive benefits of multiple magic items at once this way.

Mystic Crystal (400): You are capable of not only creating Skill Crystals, but crystals that grant permanent passive spell effects. You could create a Mystic Crystal of Haste and remain permanently hasted, or a Mystic Crystal of Bio in order to grant all of your attacks poisonous capabilities.

Apex of Arcana (Mastery): Your body has been so suffused with magical energy you have become partially made of pure magic in the form of pure crystal. The result is that purely physical damage inflicted upon you is greatly resisted, up to half its normal effectiveness - and in addition, you are able to combine your vitality and your magical potential, making your mana and health one and the same.



Witch

Somewhere between healing and destruction is a more subtle power, and the Witch capitalizes upon it. In their characteristic pointy hats, they grant their allies protection and enhancement, while their foes are lost in a torrent of hexes. Their magic does no direct harm, but from a Witch's lips pour spells which can turn the tide of any battle.

Magic Ways (100): A Witch's magic does not lie in destruction through spectacle. It rests in the small deaths, the stumbles that throw you off a cliff. You are capable of casting Hexes that force an opponent to resist your magic or else suffer a Break status - reducing their damage, casting abilities, and ability to defend themselves by 20% with each successful cast. Each time, their doom slowly approaching...

Witch's Kiss (100): A Witch's wrath is not easily suffered. You know how to punish insolence by enfeebling polymorphic magics, forcing your opponents to resist your spells or be turned into a Frog, rendered Tiny and weak, or temporarily transformed into an elderly and feeble form of themselves as if they were Old.

Dark Influence (200): A maddening hex lies in your hands, allowing you to use it for weal or woe...You may use your magic to force an opponent (or ally?) to resist becoming corrupt or berserk. While a Berserk target merely will forget any higher tactics and strike whatever is nearest them with enhanced strength and durability (as if they were a Berserker), a Corrupted target will actively use the strongest and most effective capabilities they can on their ostensible allies, acting as a full turncoat enchantment. To think they'll die for you...

Ring the Bell (200): You are able to cast the powerful spell known as **Demi I**, an offensive spell that does a quarter of an opponent's current health in a single magical strike. It requires 40% of an average adventurer's mana pool to cast and the damage can be mitigated by those truly beyond your ken, but against the vast majority of your foes they will suffer horrific damage, allowing your allies to finish the job with greater ease.

'Tween Life and Death (400): The shadow of death is your ally. You are capable of casting Doom and Zombify, two potent spells...though one is surprisingly useful for your allies. Doom inflicts the Instant Death status effect on those who cannot resist your magic with their willpower or will to live, and Zombify transforms a victim who fails to resist partially into an Undead, allowing them to take increased damage from holy damage but resisting or even being healed by dark aspected damage. In addition, their durability and vitality (paradoxically) rise by 30%.

Avatar of Doom (Mastery): You are...dangerous. You passively force your foes to resist taking mounting Break statuses of all kinds as long as you're conscious, and what's more weak foes who suffer a multitude of your Break status effects will be forced to resist Instant Death in your mere presence. All it takes is for you to arrive, and people's very souls become heavier...



Summoner

Contracted to otherworldly beasts – be they spirits of fallen heroes who gave their lives to aid the pilgrimages of others, magical creatures from a distant world, or merely the sealed spirits of gemstones, Summoners call upon an unparalleled variety of battle-field sweeping magic with a little help from the other side. Wear your horn with pride.

Elemental Spirit (100): You are able to call upon Elementals, basic spirits that have access to **Fire**, **Air**, **Water**, or **Earth**. They will follow you to the best of your abilities, but they are ephemeral and can be defeated if focused on with enemy attacks. Still, they can bring to bear elemental attacks up to Level II if they're allowed.

Bestial Ally (100): Tapping into the soul of the earth, you can convince wild beasts such as hawks and wolves in droves to fight on your side. While they're not proper monsters such, they can do some damage even to Wyverns if they gather in great numbers.

Lord of the Beasts (200): Rather than simply calling upon the beasts of the land, you can call a "King" – such as King of Beasts, King of Birds, King of Vermin, etc...They tend to hold supernatural abilities, monstrous strength and speed and dominion over their type of creature, but they are proud beings and will only provide assistance for a short time until they're defeated or their time is up.

Ally of Light/Agent of Chaos (200): You are able to call upon **Light** and **Dark** elementals, known as Angels and Demons. Much like Elementals, they can call upon Level II Dark and Holy, as well as having much stronger physical forms that are capable of matching a Beast King in combat.

The Legend Reborn (400): You may choose a Non-Summoner Job. You can call upon a Legendary Hero of this job, the entity being a phantom adventurer who has Mastery over the chosen Job and will follow you until the combat ends or they are defeated.

Echo of the Old Gods (Mastery): You can call upon an echo of a god from before the Creator's ascension, summoning one created using the **Eidolon Generation** section. The god's echo will fight until it is dispelled or until combat ends, in your name, with all of its might. An Eidolon may have Echo of the Old Gods, but its own Summon is incapable of summoning another Eidolon.



Thief

In any world where some people have more than others, you'll find thieves. Sneaky, clever, and cautious, they bring a scoundrel's knowledge to an adventure, with a knack for being one step ahead of every dirty trick the villain might decide on. Whether they rob enemy clans, kidnap princesses, prey on soldiers, or cruise the airways as a legendary Sky Pirate, there's no limit to the scheme a Thief might cook up.

Roguish Kit (100): In addition to a mastery of dagger fighting, you know how to pickpocket even mid-battle as well as doing so as part of an attack. That is to say, with every strike you make, you have a chance of stealing valuables or even body parts from an opponent depending on how monstrous they are.

Observant (100): Your years of carefully casing homes and strongholds for loot as well as being a proper lookout gives you quite a bit of expertise in keeping a sharp eye out. You know how to find hidden exits and entrances anywhere, and you can't be surprised by a sudden ambush no matter the time or place.

Eye for Valuables (200): Treasure can't escape you. You know how to find hidden loot on fallen enemies as well as the best way to squeeze more money out of anything you sell or loot – you'd be a fantastic fencer.

Devilish Charm (200): Surprisingly, you know how to speak Demon. You can offer items and money in order to bribe anything that isn't one of Mastema's lieutenants or a mindless automaton, either getting them to leave you alone or even join your side temporarily!

Tactical Retreat (400): When the going gets tough, you get going. You know how to use a secret technique where as long as you're willing to suffer whatever consequences that come with this level of cowardice, how to escape a battle unscathed. You'll never win, but you won't die – at least, from that combat. You may be maimed or lose something you care about, but you'll live to suffer defeat another day...at least, until your prodigious luck finally runs out.

Always Prepared (Mastery): You have a bag. This bag contains, essentially, anything that you could have conceivably looted, picked up, or stolen in this world – in short, anything that money could buy in a world. It always contains treasure to spend, or basic supplies, or even surprisingly specific gear. It can't contain anything truly unique, unless you know how to find a ripoff of some sort, but it has anything you could possibly need.



White Mage

Behind every victory is an unassuming mage in a white hood, healing and supporting their allies. Bravery and devotion are both strong within these men and women, for they depend on their allies to bring down their foes, just as their allies depend on the White Mage to keep them strong and healthy.

White Peace (100): As a practitioner of medicine, you have a bit of affordance that is given even by beasts, who smell you as barely unable to present a threat. Of your party, you're the least likely to be targeted first.

May I Enjoy My Life (100): You have access to basic white magic, which allows you to heal vicious wounds, use an Observe spell that gives the health and magical potency of a monster, and remove basic status effects such as poison and blindness. You can also raise the physical and magical defenses of an ally.

And Practice My Art (200): You are a well-respected White Mage, an asset to all parties that have you. Beyond simple healing and restoration of status, you can restore the recently slain to life in a weakened state, use a pure burst of divine magic to cause Light aspected damage, and remove all magical status effects such as confusion and frog. You may also create a reflective barrier to redirect offensive magic, and magic alone. Your healing potency is also enough to heal mortal wounds back to good condition.

Turn Unnatural (200): You can instantly destroy a group of weak undead or demon as a spell, though it must be greatly weaker than you in order for this to work effectively. Your very presence turns away the unnatural.

Respected by All Men, in all times (400): Your mastery of White Magic is to be feared and respected. Your healing is such that nearly any wound as long as it is not instant death can be restored to full health, and in addition can remove all status effects from an ally including Petrification and Instant Death. You can also immunize your allies from status effects, and create an enchantment that automatically resurrects them if they fall in battle. Finally, you have access to a powerful holy beam that strikes like a bolt from the blue, inflicting massive damage to undead and demons.

Avatar of Life (Mastery): Your vitality is overflowing, giving you and your allies a strong passive regeneration, as well as automatically giving your allies the effect of resurrecting upon death as long as you stand. Their defense and magical defense also becomes greatly enhanced!

Eidolon and Transformation Generation

There are entities, beasts, monsters, and greater 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 and Transformations share this section, but Eidolons have **1500 EP** points to spend here while Transformations have **1000 EP** to spend here.

Eidolons must pick one of the **Six Elements** as their core element.

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

Transformations can also have their aesthetics determined.

Auto Guard (Eidolon Only, 200): Having been a protective guardian God in its previous life, The Eidolon will automatically move to protect its Summoner or its Brave from dangerous or powerful attacks.

Body Resistance (300): Owing to an inhuman body with great vitality, the entity is immune to all basic status effects that effect the body such as Paralysis, Blindness, and Poison. In addition, Eidolons grant their Braves a great resistance to these status effects passively, giving their great constitution among their chosen.

Mana Boost (300): Owing to a grand soul full of potential, the entity has access to a great reserve of Mana, having double the mana of their summoner or base form. Eidolons also grant their summoners 150% of their normal mana pool passively, sharing their wisdom with their chosen hero.

Resilience (400): The entity's form is titanic and filled with vigor, granting them nearly triple the amount of HP of ordinary creatures and making them gravely difficult to put down. They are able to take dragon breath and bites and return fire with equal strength! Eidolons grant their chosen 200% HP passively, allowing them to survive and thrive.

Elemental Resistance (300, can be taken up to 4 times. Eidolon gets one purchase free based on their Core Element): The entity is capable of taking half damage from one of the six elements, as they may be masters of the element or simply disdain that element. Eidolons grant their chosen heroes the ability to reduce that element's damage by 25%, making elemental attacks 3/4ths as effective against them.

Skill Set (600, can be taken more than once): The entity has access to a Job and is a Master of that Job, perhaps due to having been the inspiration for that Job in the distant past. Eidolons may grant their Summoners or Chosen Hero Mastery of that job for as long as they are Summoned, though they do not grant this passively.

Soul Resistance (400): Owing to a hardy spirit from beyond the pale, the Entity has immunity to all status effects that affect the mind and spirit such as Confusion, Instant Death, and Slow. In addition, Eidolons grant their Braves a great resistance to these status effects passively, giving their great spiritual fortitude among their chosen.

Strike Boost (200): Owing to inhuman power and majesty, the Entity's strikes are at least 200% more effective than their summoner's or their base form's - and Eidolons can passively grant their chosen heroes a 150% damage boost to their basic strikes.

Toughness (300): Owing to an invincible form and once divine corpus, the Entity's defenses are at least 200% stronger than their summoner's or their base form's, and Eidolons can passively grant their chosen heroes a 150% boost to their damage reduction and defenses.

Empower (500): The basic statistics of the entity are far beyond what adventurers can attain, meaning at base they are three times as strong as their summoner or their base form's, which is stacked with any Boost abilities on top of this option.

Elemental Storm (700): Transformations may pick an element, while Eidolons must use their Core Element for this - gaining access to the power of the IV level of their element's combat magic. In effect, this allows for magical strikes that classify as a true disaster, able to destroy almost all but the strongest of creatures of this world. However, Eidolons must be summoned to perform this and will disperse after unleashing this, while Transformations cannot perform this until they are near the edge of defeat.

Super Combo Strike (600): The entity gains access to a combination attack that performs 500% of their normal damage output, unleashing their inner rage and power in a single demonstration of might. Eidolons must be summoned to perform this and are dispersed after accessing this potential, while Transformations must spend time and telegraph this attack to perform it effectively.

Companions

Party Finder (Free): You can create or import up to 8 companions, your adventuring party! Each one gains a Job and has all the perks except the 400-cost perk of that Job, being seasoned but not quite Masters of the job yet. You may pay 100 points per Companion through this way to grant them a second Job with a similar level of expertise in it, however, you can only upgrade a Companion once this way.

The Braves of Light(Free and Required, Brave of Light, 300 otherwise): You gain 5 Companions, each one a Brave of Light with the Heroic Spirit and Inheritor of Legends perks, as well as 300 points to spend from the Brave of Light origin. They each have a different Elemental Brand, as they are the other chosen. You may import into this option.

The Emissaries of Shadow(Free Emissary of Shadow, 300 otherwise): You gain 5 conspirators, the other Emissaries of Shadow who seek to ruin the land. They gain the My Mask, Cast Aside perk and Blighted Blade perk for free, as well as 300 points to spend from the Emissary of Shadow origin. You may import into this option.

The Wandering Weirdoes(100): You may create or import up to two companions as Drop Ins, giving them 600 points to spend, as your own pair of odd ducks.

A Legend Reborn(200): You may create or import up to two companions as Heroes of the Land, giving them 600 points to spend, as part of a legendary party of heroes.

Drawbacks

Legends of Light and Darkness (+0, Required for Braves of Light): You begin at Allestone, and from there must travel across the land with your 5 companions. Along the way, you must purify the Six Blades by defeating their guardian Emissary and restore peace and order to the land. Once you have purified the Six Blades, you must go forth to New Zandipore and defeat the King of Demons **Mostema** to ensure that this world is restored to its former glory and your journey continued. As a reward, your Brand of the Brave becomes **Exceeded**.

Dragon Sword Zero (+0, Required for Emissaries of Shadow): Emissaries of Shadow meanwhile, begin shortly after the corruption of the **Blade of Light** and the creation of New Zandipore. Your task is to corrupt the remaining Five Blades - however, this isn't an easy task. Heroes of the Land with access to great expertise and power bar your path, the monsters haven't been tamed for you yet so they'll be a constant threat and what's worse, the Dragon Sword has already chosen the Braves of Light to try and stop you before it's too late. Defeat all these pesky heroes, and summon forth the darkness, before your journey comes to an end here.

World Full of Troubles (+100): The crawling shadow of **Mostema** has forced shortages and struggles on every person in this land - the result is that nothing can get done without help. Shops need hunters to get supplies, Kings require threats to be cleared from the land to lend aid, so on and so forth. While the tasks are never complicated, they can be long, and they come often enough that accomplishing any tasks is much, much more of an ordeal.

Like a Rogue (+100): While normally the world would have a natural sense of progression from Allestone to Zandipore, threats are now irregular and wandering - some monsters are mere vermin even in Old Zandipore, while there are party-wiping monstrosities in the shadow of Allestone.

Dungeon Rats (+200): There are...way too many heroes in this land. Or at least wannabes. Adventurers with basic Jobs and various levels of experience have formed parties en masse, wandering the land, fighting monsters, and delving dungeons. All the while, causing problems for everyone involved - Emissaries are threatened constantly by heroic individuals while everyone else has to deal with bickering, armed groups of fools with equal amounts of bravado and cowardice, seeking gold and glory and ruining things in the process.

Traitor's Road (+200): One among us will betray you. That is to say, you know that among your companions, allies and acquaintances, someone is going to take advantage of you and leave you high and dry for your enemies to exploit at the worst time. Even if you were to reject all your allies, they would simply take advantage of this and rally against you in the process.

Manifest Destiny (+400): Lagado has the distinction of being directly ruled by an Emissary of Shadow. While normally it would stay within its own lane, with this, Ptolemy has decided to be much more forceful with the crusade of Darkness. Now, Lagado and its armies are on the march against all the other kingdoms of the land, forcing political strife and now a constant air of unease and war - As the lands are forced to work together or fall apart. With "Dragon Sword Zero", this instead has Allestone and its many adventurer-lords to rally together armies of adventurers and sally forth, forming adventurer guilds to stand against the darkness - true companies of heroes led by Heroes of the Land.

Tidings from Beyond the Rift (+400): The Interdimensional Rift, no longer contained beyond the pole, vomits forth Rift Abominations from every corner of the land. Possessing uncanny intelligence and a variety of forms and powers, Rift Abominations will test your expertise in adventuring as they have powers beyond what this land can create, they can come forth from thin air in great amounts, and slowly eradicate the land and its people. With “Dragon Sword Zero”, instead these Rift Abominations are replaced with Champions from beyond the rift, summoned heroes with access to exotic Jobs and powers such as those given by the Drop-In origin. As a result, the land suddenly gets an influx of amazing defenders from another world.

The Palace of the Damned (+600): Deep in Allestone lies an ancient Serranian ruin, a prison. When the world was young, a great war machine known as The Lensman arrived from beyond the Rift. The Great Societies of the time – Serrania, the Wise Men of Edelweiss, Pal-Ul-Don and the Thousand Gods, and Old Lagado – banded together before it could annihilate this world, the Old Gods sealing it within an obsidian orb known as the Dark Omen. The Palace of the Damned and it's Hundred Wards act as the strongest hold in the world, each layer staffed with ancient magical, thaumaturgic, and technomagical guardians as well as draconic security measures...but grim tidings from an overseer of the palace. The Lensman has over millennia slowly begun to crack the Dark Omen, studying whatever it can of the Palace of the Damned. Within 10 years, the Lensman will break the Dark Omen and rampage through the Hundred Wards of the Palace, destroying everything it can and unleashing havoc upon the land. The only hope of the world is to delve into the Palace, overcome the Hundred Wards, and defeat the Lensman while it is still weakened and trapped in the Dark Omen – not a mean feat, but one you will have to overcome if you wish for your journey to continue past the decade.

Tear Heaven's Seams Apart (+600): One way or another, the truth will get out. Whether it be from **Mastema's** dying breaths or the very proclamations of the heavens itself once the final Blade is buried in shadow. **The Creator** orchestrated this entire war and crusade of the Demon King in a bid to permanently defeat the Dragon Sword – the weapon forged by the old gods of their own souls when he attempted to usurp heaven and become the one and only God of this world. Now, for one reason or another, he has decided to destroy and remake this world with his angelic army for his own amusement. Normally, he would do so out of a frustration with the Braves of Light for reinvigorating the Dragon Sword's energy. However, in “Dragon Sword Zero”, he does so as he realizes that the Emissaries of Shadow now have the power to defeat him, as the Corrupted Dragon Sword still is powerful enough to kill the Creator and he has no faith in Mastema's monstrous lieutenants. In order for you and this world to survive, you must fight the armies of The Creator, scale the Tower of Heaven to the very top, and confront him. He is no slouch – he was capable of defeating Eidolons at their full strength singlehandedly. But by channeling the Dragon Sword's power as you remove the Creator's influence from it via clearing the Tower of Heaven, you can overcome him and remove his divine might. Cast aside this false god and let this world decide its own fate.

Notes

What is Dragon Sword? Dragon Sword is a Jump that is a love letter to JRPG tropes, warts and all. It can be considered a Generic Console RPG jump.

Inspirations: JRPG Traitor, Miitopia, Final Fantasy Series, Dragon Quest, Treasure of the Rudra, Romancing SaGa, Jimmy and the Pulsating Mass, Makai Toshi SaGa, Super Console, Deltarune

Rift Abominations are about as dangerous as the demons of New Zandipore – one of them is enough to give a town guard a lot of trouble, and a pack of about five them could destroy a town. Someone with a Job can handle about 3 of them alone, and a party can handle a pack with some stress and wear on resources.

If you do not take “Tear Heaven’s Seams Apart”, the Creator is more whimsical and aloof than outright hostile and will honor the promise to grant you a Wish if you ascend to his throne on the Tower. These wishes are more or less freeform, the only thing is not to try and game it and wish for more wishes or wish for the Creator’s power or something silly like that.

Art Credits: <http://www.akashics.moe/>

Aekashics Librarium

game-icons.net

Cover art: Kafesuro, Pixiv Fantasia Sword Regalia

Exceeded Elements

Fire → Flare: Flare grants a number of powerful “almighty” attacks that ignore defenses and elemental resistances, acting as non-elemental damage.

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 halves an opponent’s vitality are within reach.

Templates for Awakened Monsters and Blue Mages

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 – twice as fast, in fact. They take double damage from Lightning 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 lightning. They are susceptible to Dark aspected attacks and are naturally somewhat fragile, losing 25% of their toughness and vitality.

Arcana: Raw magic flows through the creature's bloodstream – they have 20% more MP and resist any effects that would drain their MP or Silence them. However, they are susceptible to physical attacks.

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. They are susceptible to Lightning attacks.

Beast: Your strength and endurance are increased by 20%, 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 attacks.

Construct: You are indistinguishable from a Machina, however you also are able to communicating with technology directly in addition to a Machina-like body. You may have integrated Machinist weaponry as well. They are also susceptible to lightning attacks.

Dragon: You are able to cast a basic elemental attack (except Light or Darkness) on the tier of Fire II by expending twice the mana required, and have a tough hide on par with plate mail. They often are capable of flight, though not as fast as Aerial creatures. They are susceptible to Light and Dark magic.

Demon: You are capable of flight and casting Dark I naturally by expending twice the needed mana normally and take half damage from Fire. Demons are naturally susceptible to Holy and have difficulty resisting magic, losing 25% of their base resistance to many spells.

Plant: The character's skin takes on a greenish tint, allowing them to photosynthesize nourishment, reducing the need for air and food. They have 20% more vitality than normal, though no increase in defense. They are healed by Water Damage and susceptible to fire damage.

Undead: Undead are essentially permanently under the zombify status, allowing them to be healed by Dark aspected damage, taking damage from healing spells, having an increased vitality and defense by 50%, and being susceptible to Holy.