

TERA™

By DOOM-Knight009

Jumper, welcome to the world of Arborea. Its quite a lot like any generic fantasy world you might think of, elves, magic, adventure far and near... Actually, that's about the summation of it.

There are of course the extra-dimensional invaders here and then, evil gods trying to ruin the world, and dragons that were supposed to be myths but never were, gigantic murder butterflies with a crystal plague... You know, fun stuff.

If you care to know, the world you will be entering is essentially the product of a dream from two gods, Arun and Shara. They dreamed up the life that inhabits the world, their bodies became the continents, their breath the winds... I'm sure you don't actually care but, it's there? Most denizens will assume you know at least that.

Anyways, on to the important part of this journey, take this +1000 CP to arm and empower yourself. Typical the land of Arborea might be, but it is NOT as safe place.

Location



You may choose to start in any of the following, though starting in Velika or the city directly associated with the Race you select later would be easiest for you.

1. Velika, Southern Arun: Probably, and fairly, considered the heart and soul of the Valkyon Federation, a grand alliance of the world's primary Races set to defend the land at large from evil and keep the peace. All upstanding stripes are welcome within the sprawling city's walls. And, from her sanctuary, the goddess of Hunters, Velik, watches over all.

2. Kaiator, Northern Shara: Then again, if it is safety you crave you couldn't really go wrong with Kaiator. This city is home of the Amani, and, frankly, is more bunker/fortress than anything meant to be lived in and enjoyed. Still, in the last war the city was completely surrounded and did not fall. So again, safety. The blasted land around it leaves much to be desired though... Ah, and of course, the goddess of war, Kaia, has a place of honor in the heart of the city, given Amani reverence of her.

3. Highwatch, Northern Aurn: The ancestral home of the Baraka, recently rediscovered. Best likened to a fortress monastery, and filled with ancient tomes encoded with... memories? At least like any capital city you might find it is heavily fortified, and what more staunch defenders could you find than a people apparently made from rock, eh?

4. Castanica, Southern Arun: Uh... Vegas. Think Las Vegas and you should have a relatively good idea of what the home of the Castanics is like. Double dealing, gambling, 'pleasure seeking' and more hide away in back allies and around the corner. Unsurprisingly tourists from the world over tend to flock here. And if the den of debauchery weren't tempting enough, the beaches nearby are picturesque enough to die for.

5. Pora Elinu, Southern Aurn: Well... this "city" is really only the size of a modest town square, and contained entirely within a single, albeit very large tree. The only thing genuinely significant about it is that an Elin princess rules over both Elin and Popori from here. And, I suppose show due respect if you're there, given how the place was built as a tribute to the goddess Elinu, creator of the Elin.

6. Allemanthia, Central Shara: Jumper, I want you to form in your head a city that is 'ornate.' Now multiply that by a hundred and you have the home of the High Elves. Soaring spires rising from the desert sands, suspended walkways hundreds of feet above the ground, golden statues and buttresses likewise hundreds of feet tall... And that's just the levels for the public. IE, non-elves. There are entire layers of the city that the overwhelming majority of outsiders have never seen, let alone heard of. And these layers are open only to the elves themselves, or truly revered friends of the elven people. What mysteries might lie inside... Furthermore, the city is built around essentially a massive magical reservoir called the Core, a remnant of the elves heritage.

Race

Nominally your chosen Race will have no effect on the Class you choose later, despite there normally being 'restrictions' on what Races are allowed to be certain Classes. You are a Jumper, and we're going to fudge the rules a bit for your benefit. You still might get odd looks though, an Amani male being a Ninja, for instance.

1. **Human**: Should I really need to explain this? Humans, you know them, you love them. The most populous race in Arborea and the founders of the Valkyon Federation. You can find humans literally everywhere.

2. **Amani:** These militaristic people have had their history shaped by one thing above all else, hardship. First they fought at the side of their creator god, then they were enslaved by the giants for generations. Now? They wholeheartedly embrace the ideals of the Valkyon Federation and fight like hell to preserve their highest of ideals, 'Freedom.' Their own and others. Individually they are slow to trust, but once you have their trust it's forever.



3. **Baraka.** The heirs to the giants, those whom nearly toppled the gods yet failed. The Baraka turned their backs on their Giant kin long ago, eschewing the conquest and warfare for scholarly pursuit. They build great libraries the world over, collecting and sharing what wisdom they can from every race. Baraka are, for all intents and purposes, sexless. Though, somehow, they still are able to reproduce... It's not explained. Also, rock jokes.



4. **Castanic.** Creations of the dark god Lok, and an offshoot from their deprecated Devan forebears.

Castanics in general do not pay much mind to any gods, preferring to take matters into their own two hands. On the flip side, they never forget a friend or abandon an ally, perhaps to fight a general mistrust for their ties to Lok. Hmm, otherwise they are hot-heated and impulsive. And “bold,” which is a polite way of saying salacious. Those two to the left are downright *modest* for general Castani wear.



5. **Elin/Popori.** This will be the only place your chosen sex will matter. If female, you’re an Elin, as they are exclusively female. If you are male, then you are Popori, as they are exclusively male. The former are direct essence creations of the goddess Elinu, as in the goddess used her own divine essence to create them. The latter were ‘awakened’ by the Elin. Both of them share one trait summed up in a single phrase, ‘they’re both massive hippies.’ Nature=Good. Anything that remotely harms Nature, Bad. Additionally, an Elin can live for thousands of years... no such luck for Popori. As for the both, as you might expect, their small size generally leads people to not take them seriously.





6. **High Elves**. Well... They're Elves. They're pretty much exactly what you'd expect from that word alone. Haughty, arrogant, and everything that generally comes with being an Elf. Rather surprisingly however, they were on a 3000 year trail of conquest before the rest of the world joined forces to clap their asses something harsh. And that crushing defeat is still in living memory for a large swathe of the population. Now what else... Elven women in general have the biggest breasts in the world, FYI.

Class

As previously mentioned, you are not restricted from your choice of Class by the usual in-universe racial lockouts. Elven Reapers and Amani Brwalers are all perfectly fine for you, Jumper.

1. **Archer**, Light Armor. Rather self-explanatory, hmm? Use bow on thing, is it dead? No? Use more bow. Detail-wise you don't actually have physical arrows, you shoot bolts of pure willpower. And you've got a bolt for just about every situation. Piercing, blasting, poisoning, pinning... and a back pocket full of traps that run the same general gambit.
2. **Berserker**, Heavy Armor. Rather like Archer, in a sense. Just replace 'bow' with Axe. Run right up into thing's face and hit it till it dies. Rather short-range for someone wielding an axe that's taller than they are (Elin and Popori Berserkers are hilarious) but for raw smashing potential you really can't get much better. Additionally, unlike most Classes considered "DPS," the axe is a staggeringly effective blocking implement on par with the Lancer's gigantic shield... Only for you though.
3. **Brawler**, Heavy Armor. Like Berserker, just instead of an axe you punch everything to death! And instead of being restricted to your normal hands you get a giant pair of fuck-off Powerfists! Nominally a "Tank" class you deal more than your fair share of damage through counters, haymakers, and rapid body-blows. Just think of yourself as Mike Tyson, and everything else as a whining toddler.
4. **Gunner**, Heavy Armor. Hey Archer! I see your bow, and raise you a GUN! Granted, less 'pew pew' gun and more 'BLAM BLAM' gun. You've got yourself almost literally a magic cannon that launches explosive shells a great distance and the ability to support your own combat with drones and summonable turrets.

5. **Lancer**, Heavy Armor. You're a Tank. No no, shush, you're a Tank that most tanks dream they could be. Armed with a shield almost as big as you are and a lance bigger than you are. Block, block, block... against most anything not of truly fearsome power you should literally never die. And god help whatever decides to turn its back on you with that penetrating lance in your hand...

6. **Mystic**, Robes. The first of the two 'Healer' classes. As a Mystic you have the standard array of healing spells one might expect. But you also have a set of four possible Pets available to you to Tank for you, Fight for you, or even do part of your healing job for you. Even more, you've the ability to teleport an entire group of allies around at once!

7. **Ninja**, Robes. I should note, normally only Elin can be Ninjas because... reasons? But Jumper-privileges ho! Anyways, well, ninja. You get an arsenal of shurikens and build chi while attacking that you can burn to pull off more devastating attacks. Naturally wearing cloth makes you rather squishy, so dodge like your life depends on it, because it does.

8. **Priest**, Robes. The other Healer. But, given that you're going to be channeling the direct power of the gods, you can more than pull your weight at dealing damage should you feel like it. And that's on top of preemptively resurrecting people when they are slain in combat, and healing people in wide swaths at the same time.

9. **Reaper**, Light Armor. Yes, yes, get out your *EDGE*. Again, this Class is normally reserved for Elin. Being 'born' at a future point where Paro Elinu is razed and many Elin just 'break.' So channel your angst, rage, hatred, and despair into many dark, powerful melee abilities using... scythes on chains. Discount Kratos? Discount Kratos. Given the psychological damage implied necessary for this Class, you can opt to have a simulated sort of angst downloaded to your brain to compensate. Unless you've already got some trauma to work with. **This is Optional.**

10. **Slayer**, Light Armor. Grab greatsword start swinging. Despite the implicit sluggishness that a two handed weapon might imply Slayers are instead a fast moving, combo-heavy class that dodges about before landing swift, crushing blows with their overlarge weapon of choice. It's a high-risk high-reward method of fighting that can see the largest of foes quickly brought down to size.

11. **Sorcerer**, Robes. AKA, the magical nuker. Stand at a distance and hammer your foes with devastating fire strikes, freeze them in place, or electrocute them over and over again. Cackling while shouting 'unlimited power!' is optional but encouraged. And should you ever actually be in harm's way you can either dodge/teleport out the way, shield yourself with magic, or *warp reality* temporarily to dodge the blow.

12. **Valkyrie**, Light Armor. Originally an all-female Castani sect of shadow warriors defending their home... then the Elin were retconned into being part of it too. Big "bruh" moment. *Anyway*, this class focuses on dealing long combos with a specialized rune-glaive, lending to a rather simple 'rotation.' Smack target to mark them with runes, detonate runes for big damage, repeat till target is dead.

13. **Warrior**, Light Armor. 'The gods gave you two hands, and you use both of them for weapons.' Yes, double your fun with two swords! One for each hand! Practically speaking as a Warrior you have actual options. You either go full-frontal assault, go ham with your two swords and chop chop chop till whatever is in front of you is a pile of diced meat, or you go 'dodge tank,' and flip around like a gnat while parrying absurd blows that you have no right parrying.

Perks

General Perks

Stripperific!: (Free/-100 CP) If you know anything about TERA, probably the first thing that come to mind is the VERY under-dressed female heroes, in the vein of 'at least fifty percent of her body isn't covered' yet still qualifies as 'heavy armor.' Castanics do this the "worst," occasionally leaving nearly the entire torso uncovered apart from the naughty bits, and yes, even the guys. Ladies in general take it to eleven by doing combat nearly naked and in sky high heels. Consider this your allowance to do this too. As long as you Are wearing armor it's defensive quality is constant, regardless of how minimally it covers you. Secondly, you can fight in heels without any loss of effectiveness, or unfortunate accidents. This is Free for your stay in Arborea, and 100 CP to keep.

Bountiful Land: (-200 CP) No that is not a joke about the general large cup size of the ladies, that's later. THIS Perk instead endows you with the curious 'luck' a player in TERA has with regards to the world's many natural resources. IE, you're basically tripping over easily mined ores, conveniently located nourishing plants, and, at least in TERA, residual magical essence. Taking this Perk to Earth, for example, would have you drowning in iron ore, useful stone, and wild fruits/vegetables. With a mildly less inundation of gold ore and other equivalent 'more valuable' materials. TLDR, if it's naturally occurring on the planet you roam you'll have way more than you need... although amusingly this Perk will occasionally "spawn" one of these 'nodes' to harvest in genuinely bizarre locations. Like a random stalk of corn on a tree branch twenty feet up.

I-Frames: (-400 CP) And here we have peak video-game logic. 'Dodge at the right time and you can avoid all damage.' And yes, this does include explosions like fireballs and nukes. Although this Perk would do nothing about the lingering effects of those example blasts. However, pushing beyond typical 'dodge' Perks this one also gives you a mild sense of precognition. In the vein of you being able to 'see' where an attack is going to hit in the form of red 'slices/zones' on the ground/close vicinity.

World of Dimes: (Free/-400 CP) AND HOW!!! It's seemingly more of a challenge to find an UN-attractive individual while roaming the world, at least among the 'humanoid' population. For men of all stripes, pecs and abs of carved iron are the norm, and broad, strong jaws of justice (human and Amani) or peak 'pretty' (elves and castanics). And the ladies... *whew* Heaving bosoms, hips for days, long legs, and gravity defying buttocks all around... Except the Elin, we don't talk about that. *Ahem* Even the 'monster' population gets in on this, as a significant portion of them seem to be 'gorgeous woman centaur-style on top of X.' Woman with the lower half of a hermit crab? Yep, that's a thing here. Obviously this is Free for your stay in Arborea, but 400 CP to keep.

Apex: (-800 CP) Well Jumper, you wanna buy your way to power, this is how you do it. Purchasing this Perk automatically unlocks your Class's latent potential, catapulting you to a realm of power generally on-par or even above the gods depending on how you want to look at it. Just for a practical example, an Apex Sorcerer can start weaving *nuclear fusion* with their magic while Apex Lancers unlock the power to just say 'NO' to all damage for several seconds at a time, for themselves and all their allies in a radius.. This Perk additionally functions as a Booster for several Racial Perks below.

Racial Perks

50 Percent Discount on Perks matching your chosen Race

Human

-Second-Best Friend: (-200 CP)

When the going gets tough and you need a friend, odds are you're going to turn to someone you know, someone like you. When times do not allow that, they turn to you. With this Perk, so long as you are known to an individual or group you fly to the vaunted number 2 spot on their list of 'go to' people. Guaranteeing that you are the second to learn of any problem. Assuming they didn't take care of it 'in-house.'

-I'm Worldwide: (-400 CP)

Like I said earlier, you can find Humans pretty much everywhere in the world. Forest, jungle, desert, arctic, eldritch-blasted hellscape... Point being, in recognition of mankind's pioneering spirit this Perk allows you to not only live, but Settle and grow a village/town/city absolutely anywhere. You'll find some method of acquiring food, water, and all the other essentials you might need. No assurances any of those methods might be fun, or even easy, but such is the pioneer's life.

-For The Federation!!!: (-600 CP)

It was Humans the formed the core of the Valkyon Federation, Humans who drew the other major races of Arborea together in a time of strife to defend the whole world. Now you've got that kind of magnetism all to yourself. When you put out a call, hoards of like-minded or at least, shall we say, same 'alignment' people will flock to your banner from across multiple continents. You are assured the martially inclined, the technically/magically (or both where appropriate) talented, and the economically talented. Yours will be a Grand alliance the world has never seen before!

Boosted: Yikes, this is the kind of pull world saviors and tyrants both sweat with envy over. Not only are you assured all of the above at a notably higher quality, but you also attract swaths of *defectors* from those whom might oppose you. Defectors that offer you intelligence, subterfuge, and even enemy resources. Who could stand up to this kind of massive movement???

Amani

-War Heart: (-200 CP)

Considering their long and very violent history it should come as no surprise that Amani generally tend to be somewhat 'numb' to the horrors of war. Rather like how you are with this Perk. You are henceforth immune to revulsion from gore, immune to combat PTSD, and panic attacks on the battlefield. You might well still die, but you'll do so with poise and dignity. Or bitter invectives and frothing rage, your choice really.

-Peaceful Warrior: (-400 CP)

It might sound like something of an oxymoron, but unless you live in a truly damned world the wars *should* eventually stop, for a while anyway. What's a poor deprived wardog like you to do in such a situation? Well, you adapt, and stay ready. This Perk is both a protection and weapon, for such times. Not only are your skills and abilities guaranteed to not wane while you aren't using them, they passively refine over time, getting just a little bit better so that you can get back to the fighting properly when it inevitably flares back up again.

-Dragonblooded: (-600 CP)

You know, one might logically assume just at a glance that the Amani had something of a reptilian or draconian ancestry just from their faces, their sharp teeth, the scales and horns... In you, they see the

connection in raw power. On purchase you are thrice again stronger and tougher than any other Aman alive, to the point that Light armor would be more of a hindrance than a boon. Let alone the potential absurdity of dual-wielding massive weapons like greatswords and Gunner arc-cannons with ease. Boosted: Scratch times 3, you're ten times stronger and tougher. Your bare skin harder to wound than a warrior in full-plate and your attacks powerful enough to cleave swathes of similarly armored foes with contemptuous ease. Additionally, you seem to have unlocked the true fire of your dragon ancestry, and I mean that literally. You now have a flaming breath attack that you can spew as fast as you can breathe, just in case you feel like melting armored combatants instead of crushing them.

Baraka

-Gathers No Moss: (-200 CP)

What, you didn't think I was kidding about the rock jokes did you? And like a rolling stone you just do not stop. You might slow, but never stop. Efforts to impede or otherwise slow you are effectively halved, and this applies to both natural and imposed effects. IE, wading through waist-deep water or conjured, grasping vines. This Perk does NOT make you immune to imprisonment, as full-body wrapping and/or cages, etcetera can stop you.

-Rock Solid: (-400 CP)

... I'll stop now. You know what's hard to do to a rock? Break it. This is why we build castles out of stone instead of wood. And like a castle unto yourself you now have a sort of 'damage threshold.' Ergo, if a damaging attack will not deal you at least a moderate wound it will instead be completely nullified. Never again need you fear a 'death by a thousand cuts.' You are additionally much harder to knock off your feet.

-Heir of Giants: (-600 CP)

Eons past, the giants had their chance to overthrow the gods and claim dominion over Arborea. Naturally given the era you enter, they failed. And yet they were oh so close to succeeding. To hear the few surviving giants describe it, they were mere days of additional preparation away from usurping the gods. You might not be a giant, but you certainly seem to have inherited the majestic magical potential of your long-departed kin, the kind of potential that could easily rival the gods for power. All manner of artifice and arcane study is easy as breathing to you, let alone a potency of spellcraft unmatched by any other mortal.

Boosted: Looks like the gods missed one more, because now you Are a giant. At least five times taller and stronger than you were, and similarly more potent in spellcraft to match the gods by yourself where it once took your entire race. You particularly acquire a potency with cold, able to weave deadly blizzards with a gesture to pierce and deaden your foes. Lastly, you are endowed with the knowledge and ability to create 'living memories.' Fragments of the past that can be 'lived' and experienced by anyone you allow. Non-Baraka purchasing this have the option to receive a similar 'giant form.'

Castanic

-Go-Go Jumper: (-200 CP)

Let's, just be honest about this and get it out of the way. Castani are blatantly the most salacious of the major Races by a mile and a half. To the point that anyone speaking their intent to go to Castanica does so with the assumption of others that they are doing so to get laid. Mildly in the same sort of vein, *you got some moves* Jumper. Dance-moves, to be perfectly clear. You instinctively know how to move best to flaunt or otherwise look flattering regardless of your current proportions or physique. Think Vegas-

showgirl. And you have full control over if your dancing comes off as Classy or Trashy, or some compromise of the two.

-Godless: (-400 CP)

Just as a small reminder the Castani generally reject the gods, both in influence and in worship. In recognition of this rejection you've got something in return. Put simply, the divine cannot see you. Ergo, they cannot plan for you. They cannot influence you. And your presence fades swiftly from their notice should you physically meet. Further, should you actually come to blows you will find that you wound the divine rather a lot more than you should for someone of your relative power.

-Engi-nastic: (-600 CP)

Jumper, allow me to direct your attention to the Arc-cannon, primary weapon of the Gunner class. Are you interested how such a futuristic weapon came to be in the generic fantasy-land of Arborea? The Castanic made it (with a little help from the elves on the magic front). Their design was nothing short of revolutionary for the era, and hence it should come as no surprise that the most talented engineer in Arborea is as Castanic. With this Perk, you acquire this sort of genius at innovation, and pushing the boundaries of what Is.

Boosted: You know, making personal weaponry is all well and good, but you, you dream bigger. Not only are you capable of looking at a huge pile of raw scrap and turning it into a weapon of mass destruction completely by intuition, but should you actually be missing a 'key element' to your flash of inspiration you will be able to determine exactly what you are missing inside the hour. All the better to complete your new laser siege-weapon capable of blowing an entire mountain to rubble.

Elin/Popori

-Serene Presence: (-200 CP)

Fitting, for a hippie. The world of TERA may indeed be filled with all manner of deadly, aggressive creatures, although with this Perk a large swathe of them suddenly became a lot less dangerous for you. Non-sapient creatures Will Not attack you unless you strike them first. Not even, on the absurd end, should you prance through a pride of lions while slathered in bacon grease. They would still tolerate your presence without complaint. Even up to a few choice scratches behind the ears.

-Tiny Terrors: (-400 CP)

In spite of plenty of examples to the contrary, can you really blame anyone for taking a look at the Elin or Popori and laughing? That's fine, let them laugh. While they're laughing you're at the perfect height to smite them in the groin for their impudence. In the spirit of this inversion of threat you have a sliding damage-boost against those bigger than you, vertically, at any rate. The boost however will cap out at 3x for a ten foot height difference.

-Dev's Favored Children: (-600 CP)

Gentle reminder that the Dev's of TERA really love their Elin, no, stop, don't think about it. At any rate in recognition of this on-high favoritism you will find your fortunes bordering on the absurd from here on out. Multiple enemies engaging you at once will be highly likely to hit each other, unexpected windfalls of gold are commonplace, and wandering reinforcements could almost be counted on should you find yourself in a bind.

Boosted: ... Couldn't be satisfied with just extreme luck, could you? Well, how about the power of ret-con? Once every year with this Perk you are able to re-write an event that transpired in a way that worked out more to your liking. Up to and including writing organizations into existence that didn't

exist. Like Elin Gunners, or Elin Valkyries... No one will notice you've altered things unless they are immune to time-shenanigans.

High Elves:

-Perfect Smug: (-200 CP)

It rather goes with the territory, being long-lived and almost universally talented with magic seems to go hand in hand with acting like a pompous ass. If you wish to live up, or down, to this stereotype then it pays to have something of a 'shield' in place. So long as you are objectively speaking from authority on a subject, your mannerisms and possible jerk behavior will not generate consequences for you. You certainly won't be making friends, but no one is going to try punching you in the face for your obvious arrogance, no matter how much they might want to at the time.

-Resilient Mind: (-400 CP)

For as long as you could potentially live as an Elf, you think you could be forgiven for forgetting a thing here or there over your long life... No? Didn't think you would. Hence with this Perk, you receive a perfect memory, able to recall exacting details about things that occurred centuries ago as if you only just witnessed or heard of them... Expect a lot of questions from the Baraka if they learn you have such a potent memory, and many requests from the same to make memory logs out of your memories.

-Power Of The Core: (-600 CP)

Do you recall mention of the Core? The gigantic magical reservoir in the center of the elven city? Well, you should remember it now, at least, given your close connection to it. What does this connection do? Well, in short it allows you to, every hour, essentially laugh, snap your fingers, and restore yourself to peak physical condition regardless of what bodily state you were in prior. Finger snapping optional. This is essentially a 100% full Health heal, every hour, on demand.

Boosted: You know, there is 'connected' to the Core, and then there is the strong, steady stream sort of connection you seem to have. It's not just your health anymore, and completely independent of any sort of timer. Your recovery of all your potential 'physical resources' (health, mana, stamina, etc) is absurdly augmented to the point of nigh-infinite. It would take sudden, completely overwhelming damage to put you down... I guess you fully deserve the right to be arrogant now, eh?

Items

You receive one floating Discount per tier of Item, 100 (to free), 200, 400, etcetera.

-Fishing Association License And Fishing Rod: (Free)

Want to relax, Jumper? Great news then, you can both relax and be productive at any number of established fisheries maintained by the aptly named Fishing Association. Your complimentary License grants you the right to use any fishery or fish any open body of water (here or in future worlds) while your complimentary fishing rod comes complete with an endless supply of nebulous 'bait' fit to lure and hook everything from minnows to great white sharks (Yes, seriously). For minor purchases of 50 CP each you may 'level up' your free fishing rod to make it significantly easier, and more likely, to hook and catch higher value fish, even Big-Ass Fish, to a cap of lv 8 for 400 total CP.

-Adventurer's Bag: (Free)

If you plan to travel around slaying monsters, you're going to need a place to put all that stuff you pick up along the way, valuable or otherwise. Hence this handy, spacious bag with forty arbitrary 'slots' that

can fit anything up to the size of a shark in stacks of up to 99. For 50 CP each, you can purchase additional slots in increments of 10, up to 100 slots maximum.

-Gold: (-50 CP per purchase)

Because what generic fantasy world would it be without gold as the standard currency? Every purchase here grants you a tidy sum of 5000 gold per 50 CP. Enough to get you comfortably situated, or started on an adventuring career.

-Crystal Augment: (-50 CP per Purchase)

Helpful trifles, Jumper. While they have gone out of fashion later on in TERA they can still be of potent use to you, if you wish. Each 50 CP you spend grants you a Crystal fit to be attached to your weapon or your armor, at a maximum of four each, or to a piece of jewelry that can fit one. These crystals buff or augment you in slight but potentially significant ways should you focus, for instance, filling all possible Slots with defensive Crystals could give you a maximum Damage Reduction of 32%. Which should give you a good idea of what other combinations you can cook up. Additionally, unlike Crystals you could find in-Jump, these will never break on you, and can be swapped around between different weapons, armor, and accessories without issue.

-Prime Recovery Pots: (-100 CP)

A simple collection of 25 potions for Health recovery and Mana recovery, respectively. Each type of pot will restore 50% of your respective reserves when imbibed, and your stock replenishes monthly. But does not replenish above 25 each.

-Teleport Scrolls: (-100 CP)

A grand convenience, Jumper. Single person teleportation is comparatively cheap and ubiquitous among the denizens of Arborea. This cache of 40 scrolls has ten each attuned to deliver you to Velika, Kaiator, Allemenanthia, and Highwatch. In future Jumps the scrolls can be targeted to four cities of your choice. The cache re-stocks monthly.

-Land Mount: (-100 CP)

Pick your flavor, Jumper. Horse? Bear? Comically Fluffy Llama? As long as it is a ground-bound animal you may have one of your choice to convey you across the land at at least 20% faster than you run. The mount is useless in combat, and vanishes instantly if it is struck.

-Card Binder: (-200 CP)

Nostalgia and function in one, Jumper. This binder collects fragments bit by bit as you hunt and kill monsters, and as you get to know, do favors for, or assist famous or influential individuals. Once you've 'completed' a particular card you can then 'equip it' for a small buff related to the creature or person of whose card you've selected. For example, equipping a card of a Boar might make you strike harder on your initial engagement. Continuing to hunt the same monster or assisting the same person will let the related card grow in strength, and similarly boost the buff you get. Within this Jump you are limited to a maximum of 6 equipped Cards, but afterwards there's no telling what your collection could reach. Fanwank responsibly.

-Costume Closet: (-200 CP)

Hey Jumper, wanna dress up as a... maid? Military officer? Pop star? Eh, pretty sure the overwhelming majority of these outfits have zero reason to exist in Arborea... Whatever! You can access this collection of cosmetics at will and apply any one at a time, or individual pieces at a time, to wear over

your actual armor, assuming you wear any. The closet will gradually expand with more themed outfits and variations on existing outfits as you continue to Jump.

-Shape Changers: (-200 CP)

A collection of three orange... pills. We'll say pills. Each clearly labeled for your convenience. Respectively a Height Changer, Thigh Changer, and a Chest Changer. Once ingested, either in solid form or powdered should you wish to 'surprise' someone with them, the Height Changer will allow you to alter someone's height up or down up to one foot per application, in four inch intervals. The Thigh Changer allows you to add or subtract up to three inches of mass to the thighs. And, as you might expect, the Chest Changer allows you to add or subtract cup-sizes by the same rule of three. The Chest Changers will only affect women. A single person can only be affected once per day by each kind of pill, and you receive replacements of used pills daily.

-Flying Mount: (-400 CP)

Reprise. Pick your flavor Jumper. Drake? Pegasus? Flying Comically Fluffy Llama? Not only does this beast fly, a significant improvement I'm sure you'll agree, but simply sitting upon the mount of your choice will passively heal your wounds and refresh you. Like their land-bound counterparts the beast can't fight, and vanishes if attacked. Similarly, they will always fly at least 20% faster than you can move, running or flying, should you also be capable of flying.

-Pegasus Network: (-400 CP)

In lieu of the ubiquitous teleportation scrolls, but cheaper and in greater 'coverage,' adventurers across Arborea may opt to utilize the massive way-gates scattered across the land and the flying horses that bear riders through them. Each flight is individually cheaper than a scroll, at the loss of convenience of having to trek to a fixed point before taking off. Fortunately for you, you now effectively 'own' your own parallel version of the transportation grid that crosses all of Arborea. And while you can telepathically call for pickup anywhere you like, conditional upon the pegasus actually being able to fly there, others are not so fortunate, and must pay in coin for the privilege... Or you can decide it is a network exclusively for your own use. For no cost, you may opt to have your 'pegasus' instead be drakes. Similarly, your 'pegasus' network may be inserted into future Jumps, where it will offer similar coverage of destinations and the option to open it to the public for pay, or keep it private.

-Mobile Forge: (-400 CP)

Consider this an augmentation to your Free **Adventurer's Bag**, a do-it-anywhere without tools means of augmenting any equipment you might get your hands on. Armor, weapons, jewelry, etcetera. What's more, unlike the in-universe "free" variant your Mobile Forge lacks a 'failure rate' and a gold cost. Only the reagents, drawn from the attainable materials of the world on which you currently stand, are consumed to upgrade your chosen piece of gear. Naturally, should you be working with something already incredibly powerful you will likely be forced to gather an utterly absurd quantity of materials. IE, ten billion ingots of iron to improve a magic sword should you be in a mundane setting.

-Kaia's Soul Set: (-600 CP)

Recall if you will, that Kaia is the goddess of War particularly venerated by the Amani. This armor, weapon, and set of accessories tailored to your Class on purchase, is something even she would approve of wearing. Ergo, it's quite possibly the finest set of equipment a mortal could ever get their mitts on in an entire lifetime. Aesthetically, it defaults to a rather wicked-looking purple and red color, with many jagged spines and rock-like cutting on weapon edges.

-Mystel's Protection: (-600 CP)

Mystel, for your information, is the goddess of Fate. And at an indeterminate point in the next ten years she will pull this 'uno reverse card' to send the land's typical designated hero back in time to thwart a mythical dragon from killing both Velik And Mystel with ease before drowning the land in a tide of dragons. For you, this Item will take the form of a small mote of golden light that only you can see, and if you are about to die the mote will vanish, expending its power to throw you 24 hours into your own past to dodge whatever doom was upon you. The blessing will restore itself every year.

-Murderwing: (-600 CP)

Why, yes, indeed this is a giant butterfly. Big enough to ride on, in fact. Why is this separate from 'Flying Mount' despite sharing the 'restoration while mounted' effect you might ask? Plague. As this giant insect flies its wings produce a sparkling amber dust that curses whatever it touches to a slow, agonizing death as their bodies turn into crystal statues. Animals go berserk as they crystallize, spreading the plague further. Civilizations panic as their citizens become infected, and gods have terrible nightmares of this. What's more, this beautiful monster can effectively *evolve* like an actually deadly Pokemon. Give it time and this creature will cocoon itself for three months' time, emerging as a creature known eventually as the Gossamer Regent, a more humanoid creature that will proceed to *lay Murderwing Eggs*. Naturally, upon purchase of this Item you are rendered immune to the crystal dust. You can additionally stop the Murderwing from spreading the dust if you so choose.

Companions

-Old Friends, Old Lovers: (-100 or -200 CP)

I'm sure you've already got at least one other individual by your side you'd like to share the experience of Arborea with, yes? For the cost of 100 CP per individual or a bulk cost of 200 for 4 you can bring them in with a Race and Class of their choosing, and 600 CP for Perks and Items. Imported Companions cannot purchase Companions, nor can they take Drawbacks. If you have no Companions, you may instead Create them with this option.

-For Jumper!!!: Free

I'll assume at some point you'll cross paths with someone you just *need* to bring along with you, so as long as you can convince them to come along without coercion or mind control, they can come along for Free. What few remaining Gods and Goddesses aren't exempt from this, though you would undeniably need to make a *powerful* case to get them to agree. Probably.

-Little Buddy: Free

Pets, no not like the Mystic's, being something of a staple of the MMORPG genre, you shouldn't be surprised to find that you can get a few here. Potentially Un-like those other MMORPGs your offered Pet here, in whatever small, inoffensive, non-combat likeness you desire, is actually useful! They can loot items for you, gather resources for you, use potions for you... that heal You, mind, and run little missions of their own to find you extra loot. Unlike in-universe acquisitions of this kind, you don't *need* to feed this one to keep it going, but they'd probably still appreciate it.

-Local Talent: -200 CP Each

If lacking in imagination you be, or lonely you currently are, take the time to browse this selection of pre-built characters. They shall be listed by their Name and preferred (or bestowed) Title.

-Aurum, Big-Ass Angler:

An almost unheard of rarity among the Amani, Aurum just doesn't care for combat. Once she felt she'd paid her dues she just, left. And effectively retired to a peaceful existence catching fish on the beach. Which, interestingly might have been her real calling in life if her achievements since then is anything to go by. She hooks an unprecedented number of the eponymous Big-Ass Fish, hence her title and the modest fortune she's accumulated... The title could also be an in-joke, as she's rather significantly let herself go far from any battlefield and via abusing teleportation scrolls. She was, however, a rather talented Mystic before hanging up her staff. So she could be convinced to go back...? Lastly, she has an odd condition likely due to her mixed heritage. IE, she has normal feet instead of hooves. Human father. She comes with her own level 8 Fishing Rod and similarly unlimited Bait.

-Zamas, God Complex:

A High Elf Priest, and he is so much an Elf even other elves tell him to chill. As you might expect from that he is arrogant to the nth degree, vain enough to smite a tree for loosing a leaf into his hair, and speaks to just about anyone as if they were a moronic child. And yet he is truly *dedicated* to his charge as a Priest, keeping even the most scrubby party of budding heroes alive through some absolutely horrendous odds. Hence the Title being part joke and part genuine praise and gratitude. Ironically, he's quite humble about dragging back literally hundreds of adventurers from the brink of death. He has the Perks **Perfect Smug** and **Rock Solid**. The latter of which could go far to explaining his resilience in the face of annihilation behind inept party members. Surely you would prove more capable, yes? I imagine he would appreciate someone that doesn't keep dying on him.

-Elliot, Slaughterer:

Now, don't get the wrong idea about the guy. Elliot is a perfectly nice guy off the battlefield, he just has a horrible habit of wandering off in the wrong direction and only getting out by killing literally everything in his way back. Hence why the Tuwangi marshes of Southern Aurn are rather the desolate places that they are now. He's not especially proud of the Title, as to hear him put it the Tuwangi that felt adamant about trying to kill him were doing a rather laughable job of it. Hence he likens his misadventure in the marsh to butchering inept children. All the same, sheer former numbers lend themselves well to painting Elliot as a more than competent Slayer. He comes with the non-Boosted version of **Dragonblooded**, and fittingly dual-wields greatswords. He's Human, by the way.

-Bunny, Sweet As Pie:

Point one, she's an Elin. Which rather makes point two of her being a devout pacifist fairly unsurprising. So, what exactly does she do if not roaming the world dragging riches from the corpses of slain monsters? She's a party-animal, that's what. If given her choice in the matter it'd be a party of *something* day in and day out till the stars burned out, but even she knows that's an impossible prospect. Still, she does her absolute best to facilitate any celebration she can wherever she happens to be. And she's particularly infamous for cooking heaping mounds of pies for each occasion, hence her quaint Title. She comes with the Perks **Bountiful Land** and **Serene Presence**, to ease her difficulty in party prep. And yes, given the possible animal ears/tails iterations of Elins she does have a bunny tail and bunny ears.

-Augustus, Snowlord:

As far as Baraka go, generally being rather 'odd' anyway, he still sticks out given his desire to be 'flamboyant.' He paints his armor gold, wears white clothing, speaks in rhyme while apparently deliberately ignoring the concept of 'inside voice,' and colorfully insults all of his potential opposition regardless if they can understand him or not. There may be some method to the madness given his Lancer occupation, but, that's probably more up to you to decide. Oh, the Title? He gets in a Lot of

snowball fights, and generally wins despite being such a huge target. Chucking snowballs the size of watermelons might have something to do with it. He comes with the Perk **Peaceful Warrior** and the Item **Costume Closet** for his personal use.

-Caital, Utterly Enchanting:

Yes, her Title means exactly what you might think it would. Even for a High Elf woman, even in a world filled with 10's, she is a *divine* beauty to the point of having hoards of suitors. And that's exacerbated by her being outrageously curvy, again, even for a High Elf. Naturally, this leads her to be rather cold to others given what she's come to expect from those who approach her. As such, she tends to travel alone, favoring the desolate regions of Northern Shara around the city of Kaiator. Perhaps you could be the one to defrost this Sorceress's icy walls, eh Jumper? She comes with the Perks **Resilient Mind** and, surprisingly, her own equivalent of **Go-Go Jumper**. A playful note that, for High Elves, 'Robes' for their women generally take the shape of Earth-equivalent cocktail dresses.

-**Gaia**: (-400 CP)

Have you perchance heard of the Kumas, Jumper? They are sapient nature spirits, who occasionally come to blows with the general populace of Arborea for malice on the part of the public, or corruption on the natural side of the world. Usually, a Kumas appears as a sort of morbidly obese, twelve-foot tall, Buddha-looking figure, complete with ornate golden belts. And yet, here we have this more reasonably statuesque, only plump, verdant woman with all the same powers and awareness of a Kumas. She's not much of one for traveling, possessing a rather torpid, if sweet and maternal, disposition. But, relatively stagnant is where you get, ironically, the most mileage out of her. Once she takes root, not literally, in a location the area around her starts to thrive and flourish. Rather like **Bountiful Land** on steroids. Fauna too, will gather and grow strong around her, and valiantly defend the region should it be threatened. Still further, should you bring her to a 'corrupted' location, she can gradually overturn said corruption and restore vibrancy and beauty to the land.

-**Anea (Or Aranea)**, Archdevan Empress: (-400 CP)



Technically speaking, Anea here died long before you would ever arrive in this land, Jumper. But TERA is an MMO, and you should know full well that death is generally treated like a slap on the wrist. So, while Anea here may no longer actually be Empress in anything but name, she definitely is a mighty spell-caster with effectively a super-powered 'drider' transformation in her back pocket. Further fitting the 'spider' theme her spells have heavy poison damage tied to them. And while in her 'Aranea' form she can do all of that and indefinitely spawn disposable spiderlings that, in effect, suicide bomb the opposition in explosions of acid and venom. Personality-wise you would completely be correct in assuming she has a bit of a, shall we say, "himerere" disposition should she warm up to you. Along with a healthy dose of sass, which is likely there to stay.

-Lilith, Vampir Noble: (-400 CP)



Yes, 'vampir' is TERA-speak for Vampire. And this one normally pledges herself to the evil god Lakan, receiving great power at the cost of putting a lethal target on her back for the local heroes. However, by the magic of Jumpchain we can avert that death to put her at your side instead. And with this purchase we can even allow her to keep her "Lachelith" transformation that gives her a more warped, dragon-esque body in return for devastating power. She is considerably taller than the locals at a rough ten feet, and uses that height and associated strength to wield the pictured scythe like a toothpick, complimenting her weaponwork with vast blasts of dark magic. As "Lachelith" on the other hand she fights more like a skilled yet feral animal, smashing and slashing with extremely potent Bleed effects on her claws and tail-scythe. Additionally, as you would expect from someone named 'Lilith,' she's a saucy and playful temptress.

-Chosen Hero: (-600 CP)

Assuming you don't usurp their role later, this is He or She, the alpha and omega, and simultaneously the world's bitch for every sundry task. Male or Female at your whim upon purchase, you may additionally select their Race and Class. They receive the **Apex** Perk for free in the eighth year along with the 200 and 400 CP Perks respective to their Race and the **I-Frames** Perk. While most aspects of their personality are up to you to decide, they have a few set traits: They are highly altruistic and

otherwise incorruptible. They are humble, equally happy to help a child find their lost ball for the sixteenth time as to square up with the god of death. And they are fearless in the face of overwhelming odds.

Drawbacks

Far be it of me to leave you with an easy experience, Jumper. Take on as many additional burdens as you like.

-But I wanted to be a...: +0 CP

Assuming you are familiar with TERA and wanted to be, say, a Vampir, Orcan, Goblin, Devan, or any of the other Non-Player humanoid races simply take this Toggle and you may have your pick. Your contributions will be fairly rewarded as if you were a member of one of the Player Races, without stigma if you choose one of the lesser-liked Races, such as Orcan (aka Orcs).

-Cascade Quest: +100 CP

People in Arborea that are looking for things to be done already have a bad habit of neglecting to mention certain steps before they send you out to an area to do any thing in particular. Now you'll find it's something of an epidemic. Expect to go out into the scorching desert to kill X number of hostile beasts... only to come back to turn your duty in and learn that *now* you have to go back and kill more of them to loot a certain bauble that you could have been grabbing killing them the first time. Certainly not a dangerous complication, but a deeply annoying one.

-Fetch the Thing!: +100 CP

Another plague upon the genre, you would find no shortage of 'go here and grab the thing' quests even without this Drawback. Taking this just makes them *worse*, and more common. Whereas before the worst of it might have been 'fly to the other side of the world and pick up the package,' now you'll need to march out into the wilderness on the other side of the world far away from any Pegasus landing or teleportation point, wading through chaff the whole way to pick up the 'thing' of the hour.

-"Gathering materials is my specialty": +200 CP

Free game developer advice, just because you are on-the-nose or self aware about how often the players are sent off on piddly little gathering quests doesn't make them any less aggravating or tedious. Now, like a true TERA player you are plagued by sundry requests the locals just can't be bothered to do for themselves; picking certain flowers, gathering bark, etcetera. And by taking this Drawback you are obligated to complete them.

-Voluntary Poverty: +200 CP

Clearly, money is overrated. Else you wouldn't agree to a hard limit on the amount of gold you are able to keep, that cap being a meager 10 gold. Putting it in a bank doesn't help, and wealthy Companions or friends are obligated to not buy things for you. Not the *worst* thing in the world, as even with only 10 gold you can afford a potion or two, and maybe a bargain teleportation scroll, but not much else besides. I hope you enjoy roughing it!

-Crystal Plagued: +400 CP

No no, don't worry. Unlike the crystal plague described under the **Murderwing** Item you won't die or act as a contagion vector from this particular strain of plague. Indeed, it completely stopped progressing once your body was 60% crystallized. But, that's the bad part. As that crystal has made you brittle and otherwise half again more susceptible to damage of all kinds. A bad fall, for instance, could

end with you losing an arm until a healer can reattach it. I hope you're either really good with being bored or exceedingly careful in the field, Jumper.

-World of Fools: +400 CP

Unfortunately, and rather predictably, Non-Player Characters aren't the brightest bulbs even on a normal day. Making bad judgment calls or failing to spot the obvious traitor in their midst till it's far too late. With this, you'll wonder how the people around you that are in charge get out of bed and get dressed in the morning. Troop deployments will go to the worst possible areas, elite soldiers will get butchered in droves by *Tuwangi*, and malicious infiltrations will succeed at a depressing rate. You'll be working triple overtime to keep the world from burning down around your ears, Jumper. I hope the points are worth it.

-Not of the Dream: +600 CP (Exclusive with The Hero's Journey Scenario)

Arun and Shara, the gods, not the continents, dreamed up the world you are stepping into, Jumper. So it should come as no surprise that whatever strange and esoteric powers you might already have could horribly clash with what already exists. But, by taking this Drawback that won't be a problem anymore, as you have hence volunteered to surrender outside Powers and Items to get the genuine TERA experience. Imported Companions are also affected.

-Argon Overload: +600 CP

Considering how the Argon War is one of the massive plot points of the 'early game,' it's rather surprising how little it actually impacts the world as a whole. Now? Now not so much. The Argon invaders are now *significantly* more powerful than they are in-universe. They steamrolled right over Kaiator, their original roadblock, and now rampage almost unchecked across all of Shara, with warships spotted headed for Arun. Worse still, as extra-dimensional invaders the Argon have brought additional Argon-corrupted versions of deadly creatures from your past Jumps should you have them. Unless you are Very powerful and extremely proactive you are essentially dooming this world to a grimdark future among Argon corrupted landscapes...

-Dev's Favored (Cursed) Children: +600 CP

It must again be stressed, the TERA dev's really love their Elin. So much so they are willing to sacrifice what makes other races interesting or unique to give more toys to the Elin. Imagine their horrible consternation at the sight of You, you who probably has more unique and wonderful powers than anyone in TERA has ever imagined. Obviously, they can't allow that. And they are willing to ret-con absolute nonsense into the world of Arborea to 'correct' the perceived 'injustice. So now, periodically, at a bare minimum of once per year, you will one day wake or blink and find an entire new faction of Elin has sprung out of nowhere armed with one of your Powers or Items. Can you fly under your own power? Sooner or later you'll see Elin flitting about through the air armed with bows or arc-cannons. Can you go Super Saiyan? One day you'll blink only to see gold-glowing Elin tossing kamehamehas. And all of these retroactively created Elin hate you to the core, seeing you as an aberration to Nature. The rest of the world won't quite know what to make out of this 'private war,' and will stay out of it.

Scenarios

Offered Scenarios are not mutually exclusive.

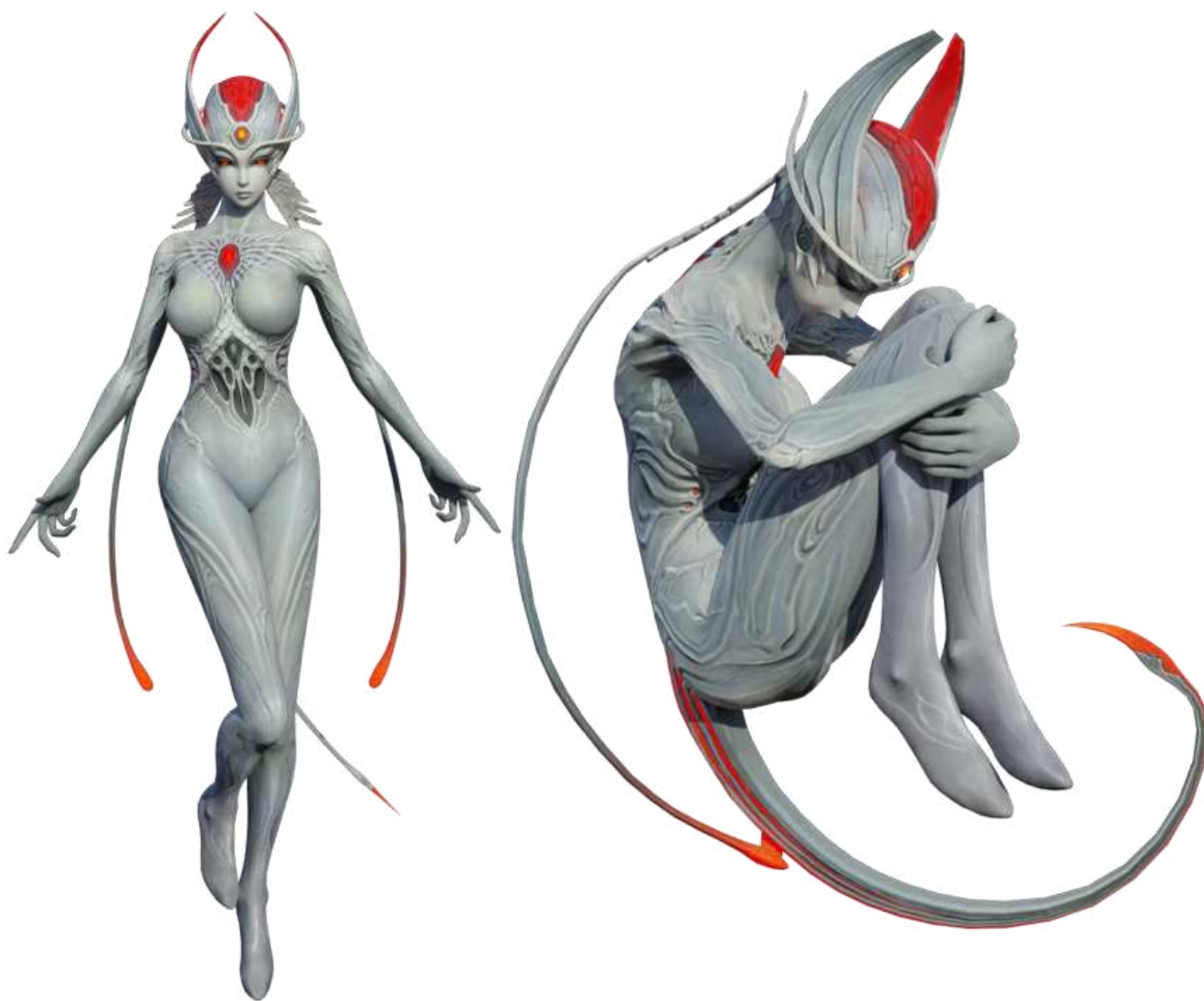
The Argon Campaign

Normally, Drawbacks aside, you would not need to involve yourself in what passes for the 'war' with the Argons. Once a certain nearly ineffectual cult is dealt with the typical hero will spearhead the

stuffing of the Argon offensive themselves, killing the Argon queen, Shandra Manaya, and relegating the former 'dangerous' foes to non-cannon Dungeon runs.

Now you are required to get involved, as the 'hero' is now either busy with something else or faffing off on a beach. You must now spearhead the campaign to rout the Argons in all aspects; tactically, logistically, and martially. Because of course the Federation can't get it done without some chosen one to do the hard work. Assuming you can manage the war favorably, or just bulldoze your way through masses of Argon troops and corrupted thralls, the final assault on Shandra Manaya will fall solely to you, of course. And, as she is functionally an AI, Shandra Manaya will have compiled an extensive profile of your abilities by the time you reach her refuge, and will have arrayed her defenses to best counter you given what she has at her disposal. Should you still manage to fight your way through you will then contend with Shandra herself, who will have used her extra-dimensional nature to construct a mechanical duplicate of your most dangerous foe to 'install' herself into, should you have past jumps, or a mechanized copy of you if you don't.

Reward: For effectively crushing the Argon invaders by yourself you acquire the services and Companionship of Shandra Manaya herself, her loyalty programming having suffered catastrophic damage at some point during your battle. It should be noted once more that she is effectively a physical AI, and has until her defeat been directly commanding every single one of the hundreds of thousands of Argon involved in her offensive. Given a bit of time, she can produce more Argon, and deploy them at your bidding henceforth. She also looks like this...



So, cutie 3.1415926535...

BONUS: Should the above Scenario be taken and completed while also under the effects of **Argon Overload** Shandra Manaya will additionally, and at significantly greater speed, be capable of flawlessly reproducing and improving past creatures you have faced as 'Argonmorphed' mechanical copies, rebuilt with the Argon's black and blue, or black and red color palette.

The Hero's Journey

I have something of unique opportunity for you, Jumper. How would you like to earn yourself **Apex** for Free? You'd love to, I'm sure. Catch being you're going to have to unlock it roughly around the start of your ninth year in-Jump, after carrying out the duties of the normal Hero all the way from their humble start on Shade Tree Island, an island magically removed from all maps.

And of course, to get the full local-hero experience you have to do this completely without outside Powers and Items, only what you buy here and can scrounge up or craft in-Jump. Look forward to dealing with evil cults, treachery at the highest levels of the Valkyon Federation, petty squabbles between Elin princesses as to what animal goes on their flag, and multiple extra-dimensional invaders, the latter of which bring the Crystal Plague mentioned under the **Murderwing** Item.

Think you can do all that with only the strength you can acquire locally? Yes? Good luck then!

Jump Complete

What now, Jumper? I'm sure you've had your fill of Arborea by now, yes?

Stay

I stand corrected, and admit the world really is a staggeringly beautiful place. Not just counting its people. Considering everything you've likely done I can only imagine you can lead this world into a brighter dawn, regardless of what comes next.

Go Home

Oh, had *that* much enough of it have you? By all means then, return to your home as you left it, likely as a titan fit to re-write the rules a bit, or a lot.

Move On

The road leads ever onward, eh Jumper? Take your acquired Power and friends and be on your merry way. But think fondly of Arborea in passing, yes?

Notes:

-On the 'Lore': Based upon my experience with the community and the game, putting the words lore and TERA in the same sentence is considered a joke to the dwindling community.

-On Aurum: The bit about Aurum having 'mixed heritage' is a little head-cannon I invented to explain away a spot of blatant laziness from the Devs. Example, putting an Amani, male or female, in any number of costumes will overwrite their actual appearance, their hooves, and give them 'normal' feet. It's like this across the board. Maid outfits, military outfits, sporty outfits, swimsuits... The list goes on.

-On Elin: Just in case some hackles are raised at the obvious salt I bear for the little blighters, allow me to illuminate the discrepancies. Amani and Baraka have *nothing* available to them beyond the basic Classes. Humans and Popori have access to Brawler. High Elf females have access to Gunner. Castanic females have access to Gunner and Valkyrie, the latter of which actually had huge lore implications at the time of introduction... Elin have access to *everything*, along with Ninja and Reaper which are completely exclusive to Elin. Based upon my conversations with other players there was never even an attempt to explain why Elin were suddenly Valkyries, or Gunners. The Devs just *did it*, screw what little lore there was.

-On Apex: Treading into what minimal spoilers there might be for a game like TERA, I should illuminate the argument that can be made for placing an Apex character beyond the gods. Late in the 'story' a dragon named Khemadia will appear and effectively merc the goddess Velik without anyone else even realizing there's a battle, not knowing anything was wrong until the savaged and dying goddess falls to the streets of her city. Moments later, the goddess Mystel is similarly one-shot after flinging the player-character back in time. It can even be argued that a pre-Apex character is above the gods, because in the pre-Apex with Khemadia we can actually put up something of a fight, even if it's a doomed battle. Once we 'awaken' as Apex we essentially mop the floor with the dragon.

-I really wanted to get this Jump-Doc out there before people entirely forget about TERA, including the Devs themselves, what with their new game Elyon coming out... which looks to just be TERA in space. I tried, really hard to like the game... it just didn't pan out.