



OVERLORD

オーバーロード

CYOA

TL:DR Mode: Just follow the yellow text

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Intro

Yggdrasil, a massive DMMORPG made in the year 2126, is finally coming to an end after 12 years of operation, but some see this as a new beginning.

What was your character?

While the game's servers still ran, you earned several Levels and Attribute Points

Choose your Character's Level:

- Standard Mode: **100 Levels** & 110 Attribute Points
- Seedy Mode: **80 Levels** & 100 Attribute Points
- Sample Mode: **30 Levels** & 75 Attribute Points
- Starter Mode: **1 Level** & 60 Attribute Points

Starters can only assign Attributes and pick a Race (or Job if Humanoid), but then must skip to the Scenarios.

For other Levels, do $(\text{Level}/2 + 60)$ to calculate your Attribute Points, round down.

Attributes:

Assign your attribute points to the 6 categories below.

The DMMO-RPG Yggdrasil imposed engine limitations on the ability to manipulate a character's actions.

These limitations take the form of Attribute Values.

Attribute Values have a fixed limit of 40, which represents 400% of an average human's capabilities.

As an immersive VR MMO, this allowed some users to live an inhuman experience.

Physical Scores:

STR: Determines Carry Weight Limit and ability to apply Grapple, Knock Out, and Stagger

DEX: Determines Physical Action Speed

CON: Determines Vitality Regeneration and Damage-over-Time Resistance

Mental Scores:

INT: Determines Supernatural Action Speed

WIS: Determines the ability to Detect Hostiles Targets and Accuracy

CHA: Determines ability to apply and resist Mental Status Effects

Each Attribute Starts at 0, but leaving them there is Fatal.

It is generally wise to have at least 10 in each Attribute,
With a higher Value going towards build-specific Attributes

Having not maxed an Attribute at 40 is also wise as it allows Attribute buffs to not be wasted

Spellcasters only need 20 in their casting Attribute to cast 10th-tier spells provided they have enough mana and high enough caster level to qualify

Attributes also determine your Skill potential, keep that in mind

Character Levels:

As a game heavily influenced by RPGs of the past, Yggdrasil boasted a plethora of fantastical creatures, arcane spells, and martial techniques. It was best known for its system of Racial and Job Classes. Which allowed users to tailor their characters in any way they chose.

There is an overall Level Cap of 100.

It is recommended to read the below:

Users were offered a variety of Humanoid, Demi-Humanoid, or Heteromorphic Races.

Humanoids:

- The vanilla option, having little to no innate Physical or Supernatural abilities
- They had no Level cost, giving more levels to Job Classes and ensuring their popularity

Demi-Humanoids:

- Human-like creatures that possessed simple Physical Abilities
- Their Racial Class required an investment of 10 Levels

Heteromorphs:

- Inhuman creatures possessing a number of natural Physical and Supernatural abilities
- Their base Racial Class required an investment of 15 Levels, but they also came with prestige Racial Classes, giving more options to character creation at additional Level cost

Racial and Job Classes grant the users a Martial Level, a Caster Level and Vitality points

This is a metric that determines the strength of a Character's abilities

Martial Level empowers Physical Abilities, such as the use of Martial Weapons, determines your Stamina and how many Martial Skills you know

Caster Level empowers Supernatural Abilities, such as the casting of Spells, determines your Mana Pool and how many Spells you know

Vitality determines how much damage a character can take before dying or being knocked out

IE: These are shown as [ML +5/CL +5/V +7]

The Energy Types

Heat/Cold/Acid/Sonic/Electric/Light/Dark

Many Races either have Positive% Resistances or a Negative% weakness

IE: These are shown as [H 25%/C -25%/A 25%/S 25%/E -25%/L 25%/D -25%]

Neutral Resistances are not shown

Having 100% Resistance means you're Immune, but only if it's gotten from Classes not equipment

Having -100% Resistance means you take double damage and are susceptible to additional effects

more easily from that Energy type.

All Races are considered as Creatures, but

Creatures may refer to Beasts or other non-playable Races

Living races are every other race except Constructs and Undead

Constructs are Automatons and Golems

Faefolk are Fairies and Nymphs

Positive Energy heals Living and harms Undead

Negative Energy heals Undead and harms Living

Neither Positive nor Negative Energy heals or harms Constructs,

But Transmutation Arcane Spells can heal them

A background in Spells

Yggdrasil featured well over 6000 "Unique" spells split between its various spellcasting classes

They were grouped into Arcane, Divine, and Nature Magical Traditions

Arcane Magic - The Arcanist Tradition.

Can Manifest spells containing Elemental Energy

Can Summon Angel, Demon, Undead, and Elemental NPCs

Can Repair Constructs

Divine Magic - The Tradition of Faith.

Can Manifest spells containing Positive or Negative Energy

Can Summon Angel, Demon, and Undead NPCs

Nature Magic - The Naturalist Tradition.

Can Manifest Spells containing Elemental, Positive or Negative Energy

Can Summon Beast, Elemental, and Plant NPCs

Yggdrasil had exceptions as the game progressed in development.

Classes

The Races of Yggdrasil

This is where it begins.

You must choose a Race to continue.

Humanoids

Free

Dwarf [ML +5/V +1] [H 50%/C -25%/D -25%]

Can choose a Pure-Blood Dwarf type: Deep, Hill, or Mountain:

Deep Dwarves can see in Dim Lighting

Hill Dwarves have +15 to one Martial Arts or Craft Skill*

Mountain Dwarves are twice as hard to Knock Out or Stagger

Elf [CL +5/V +1] [C 25%/S -25%/L 25%/D -25%]

Can choose a Pure-Blood Elf type: Subterranean, Tundra, or Forest:

Subterranean Elves can see in Dim Lighting

Tundra Elves have +15 to one Knowledge or Craft Skill*

Forest Elves cannot be Detected by sound, regardless of Environment

Human [ML +5/V +1 OR CL +5/V +1] [L 50%/D -50%]

Can either be a Pure-Blood or Half-Blood Human:

Pure-Bloods have +15 to one Martial Arts, Knowledge, or Craft Skill*

Half-Bloods must choose another Race to derive their Bloodline from. Can be considered either Race.

They have the first listed ability that their other Race possesses (after {...})

Demi-Humanoids

Cost 10 Levels

Beastman [ML +15/V +14] [H -25%/C 50%/S -25%]

Can choose from various Cat-like, Dog-like, Rodent-like, Hoofed, Aquatic, Bat, or Shrew forms:

Cat-like, Dog-like, Rodent-like forms possess Natural Weapons

Hoofed receive no movement penalty regardless of Environment

Aquatic forms can breathe Underwater indefinitely

Bat forms have Wings and can fly as easily as running

Shrew forms can burrow through the ground as easily as running

Can see in Complete Darkness

Have 50% increased Range on their radar (heightened senses) and can sense by smell

Birdman [ML +15/V +10] [C -25%/S 50%/E -25%]

Can choose from various Raptor, or Songbird forms:

Raptors know how to use Ranged Weaponry

Songbirds can use their Sing Skill to afflict Targets with Sleep, or Fascination

Have Wings and can fly as easily as running

Can see clearly over long distances, as such their Wisdom is considered 2x higher

Lizardman [ML +15/V +10] [H 25%/C -25%/A 25%/E -25%]

Can choose from various Serpentine, Reptilian, or Amphibian forms:

Serpentine and Reptilian Lizardmen possess Natural Weapons

Amphibian Lizardmen can Breathe Underwater

Must choose one: Underground, Land, Underwater, or Air: Gain 50% bonus to movement speed to selected Environment

It is easier to remain undetected in Forest, Swampland, and Underwater Environments.

Fishman [ML +15/V +10] [H -25%/C 50%/A 25%/S -25%/E -25%]

Can choose between various Jawed, or Bony Fish forms:

Jawed possess Natural Weapons

Bony while Underwater movement speed is doubled

Can Breathe Underwater indefinitely

Can see in Complete Darkness

Goblinkin [ML +15/V +18] [H 25%/A -25%]

Can choose between Goblin, Orc, Troll, or Bugbear:

Goblins take 50% less fall damage

Orcs have +15 to one Martial Arts or Craft Skill*

Trolls' limbs slowly Regenerate

Bugbears are twice as hard to Knock Out or Stagger

Know how to use Martial Weaponry

Can see normally in Dim Lighting

Giantkin [ML +15/V +26] [H -25%/C 50%/A -25%]

Can choose Cave, Frost, Mountain, or Sea varieties:

Cave Giants can see in Complete Darkness

Frost Giants have a +50% Resistance to Cold

Mountain Giants are twice as hard to Knock Out or Stagger

Sea Giants can hold their breath for up to 8 hours

Strength is considered 2x higher

Limbs slowly Regenerate

Heteromorphs

Cost 15 Levels

Angel [ML +5/CL +20/V +21] [A 25%/S -25%/L 50%/D -50%]

{Can choose to be a Fallen Angel, reversing Light and Dark Resistances and Karma Abilities}

Have Wings and can Fly as easily as running

Can see if a Creature is Living, Undead, or Construct

Have Divine Spellcasting (WIS or CHA)

Choose one Domain, you cast spells from that Domain at halved Mana Cost

Demon [ML +15/CL +10/V +27] [C -25%/S 25%/L -50%/D 50%]

{Can choose to be a Redeemed Demon, reversing Light and Dark Resistances and Karma Abilities}

Possess Wings and can Fly as easily as running.

Can reduce the Attributes of nearby Good-Karma enemies.

Can see in Complete Darkness.

Have an increased understanding of Mental Status Effects, Charisma is considered 2x higher

Djinn [CL +20/V +21] [H 25%/A 75%/S -75%/E -25%/L 50%/D -50%]

Can assume an Ethereal alternate form, but only for a short time once every 24 hours

Cannot be harmed by Physical damage, and can walk through most walls and obstacles, but are still

affected by magic effects and magic damage, including magic weapons

Have Arcane Spellcasting (WIS or CHA)

Are Immune to Mental Status Effects

Can Detect a Target's Karma score

Nephilim [ML +20/V +33] [L -25%/D 25%]

Strength is considered 2x higher

Choose three Attributes. They have a base fixed limit of 8. Get +8 to two other Attributes

Chosen Attributes can go beyond 8 from equipment bonuses, but not Leveling Up

Know how to use Martial Weaponry

Can see in Complete Darkness

Brain Eater [CL +20/V +15] [C 50%/S -50%/E -25%/L -25%/D 50%]

Can identify a Target's Supernatural Actions

Have Arcane Spellcasting (INT or WIS)

Are Immune to Mental Status Effects

Can see in Complete Darkness

Dragonoid [ML +20/CL +5/V +27] [? 50%/? -50%]

Can Breathe out a cone of chosen Energy once every 4 hours

Choose two Dragon Bloodlines: Fire, Frost, Acid, Sonic, or Lightning

+50% Resistance to one Element, -50% Resistance to other Element

Possess Natural Weapons

Can see in Complete Darkness
Can assume a Humanoid alternate form

Arthropod [ML +20/V +33] [H -25%/C -25%/A -50%/E 50%/D 50%]
Can see in a limited 360 degree FoV, granting Immunity to Critical Hits
Can see in Complete Darkness
Possess Natural Weapons
Can Repair their Natural Weapons and Exoskeleton

Vermes [ML +15/CL +10/V +15] [H 25%/C 25%/A -50%/S -50%/D 50%]
Limbs slowly Regenerate
Can see in Complete Darkness
Are almost impossible to Grapple
Are Immune to Mental Status Effects, Blind, and Deaf, but INT and WIS are considered 2x lower

Roper [ML +15/CL +10/V +15] [H -25%/C -25%/A 100%/S -25%/E -25%]
Being Detected can afflict Targets with Revulsion or Fear
Can Parasitize a Humanoid or Demi-Humanoid NPC below their Level to take control of their body
(Uses host's stats with bonus from parasite's Level, Parasite takes 50% of damage that the Host takes)
Can see in a limited 360 degree FoV, granting Immunity to Critical Hits
Can manipulate body to fit into small openings

Doppelganger [ML +20/V +21 OR CL +20/V +21] [H 25%/C 25%/A 25%/S -50%/E 25%/L -75%/D 25%]
Can assume an alternate form. This form can be any Humanoid or Demi-Humanoid NPC's appearance
While in alternate form Attributes, Resistances and Stats are changed to that of new form, adjusted to 60% of Doppelganger's Level
Can Perform a lengthy ritual to change their alternate form, but can only have one alternate form at a time
Being Detected can afflict Targets with Fear
Can Perform an action to Detect a Target's weaknesses

Planterran [ML +5/CL +20/V +15] [H -50%/C -50%/A 50%/E 50%]
Vitality and Mana Regenerate faster while in direct sunlight
Can see in a limited 360 degree FoV, granting Immunity to Critical Hits
Have Nature Spellcasting (WIS or CON)
Possess Natural Weapons

Myconid [ML +15/CL +10/V +15] [H 25%/C -50%/A 25%]
Can see in a limited 360 degree FoV, granting Immunity to Critical Hits

Are Immune to Mental Status Effects, Blind, and Deaf, but INT and WIS are considered 2x lower

Limbs slowly Regenerate

Can inflict nearby Targets with Confusion or Revulsion

Slime [ML +15/CL +10/V +24] [H -50%/C -50%/A 50%/E 50%]

Can see in a limited 360 degree FoV, granting Immunity to Critical Hits

Can manipulate their body to fit into small openings

Are twice as hard to Grapple, Knock Out, or Stagger

Possess a small, separate Inventory that cannot be Stolen from

Fairy [ML +10/CL +15/V +15] [H 25%/C 50%/A 25%/S -100%/E 25%]

Can issue simple commands to Beast and Plant NPCs

Have Nature Spellcasting (WIS or CHA)

Can slip into small openings, but Strength is considered 2x lower.

Have Wings and can Fly as easily as walking

Nymph [ML +15/CL +10/V +21] [H -25%/C 50%/A -25%]

Can choose Flumine, Sylvan, or Lamia varieties:

Flumine have a Dolphin-like tail and can Breathe Underwater indefinitely

Sylvan have cloven hooves and can issue simple commands to Plant NPCs

Lamia have a snake-like lower body and receive no movement penalty regardless of

Environment

Being Detected can afflict Targets with Fascination

Can shift into a Unique Bestial form, in which they possess Natural Weapons

Can see in Dim Lighting

Lycanthrope [ML +20/CL +5/V +27] [H 25%/C 25%/L -50%]

{Choose a Beastman base appearance}

Can see in Complete Darkness

Can identify a Target's Physical Actions

Possess Natural Weapons

Can assume a Humanoid alternate form

Elemental [ML +5/CL +20/V +21] [? 100%/ ? -100%]

Are aware of the precise location of nearby active magic effects and spell activation

Must choose two Elements:

Have 100% Resistance (Immunity) to one Element, and a -100% weakness to the other

Have Nature Spellcasting (CHA or CON)

Can convert damage taken from Immune Elements into Vitality or Mana

Can cause first chosen Element damage by touch

Automaton [ML +20/V +27] [H 50%/A -25%/S 25%/E -50%]

Cannot Regenerate Vitality naturally over time or drink Consumables, but can replace parts of their body with Tinkered Equipment DLC

Can control their limbs remotely

Are Immune to Mental Status Effects

Know how to use Martial Weaponry

Awakened Golem (Costs 100 Ygg) [ML +20/CL +5/V +48] [H 25%/C 25%/A 25%/S 25%/E 25%]

They can Perform an action to absorb their base material into Vitality

Must choose either Wood, Copper, or Clay for base material

Strength and Constitution are considered 2x higher, but cannot Regenerate Vitality naturally over time or drink Consumables.

Are twice as hard to Knock Out or Stagger

Can see in a limited 360 degree FoV, granting Immunity to Critical Hits

Undead [ML +15/CL +10/V +21] [H -50%/C 25%/E 25%/L -100%/D 100%]

{Choose a Humanoid or Demi-Humanoid base appearance, then choose your Level of Decay (Pale Skin, Rotting, or Skeletal)}

Can see in Complete Darkness

Have limitless Stamina and Immune to Critical Hits, but cannot Regenerate Vitality naturally over time

Immune to Mental Status Effects

Have +15 to one Knowledge or Craft Skill*

*[Add After Final Calculation. Can exceed your skills soft cap, but not the 100 limit.]

Advanced Racial Classes

Can skip if not a Heteromorph

Can only pick one Level 10 Racial Class, but can pick any Level 5 you qualify after

Angels

Archangel (Costs 10 Levels) [ML +10/CL +5/V +10]

Know how to use Martial Weaponry

Can deal additional damage to Evil-karma Targets

Can detect a Target's Karma score

Astral Deva (Req. Archangel, Costs 5 Levels) [ML +5/CL +5/V +4]

Possess True Sight, able to see through all Illusions and see a Target's true form

Can Perform an action to Negate or Dispel a Spell or Magic effect, once every 4 hours

Principality (Req. Archangel, Costs 5 Levels) [ML +5/CL +5/V +4]

Can emit an Aura that increases the Attributes of Good-karma allies
Can Perform an action to bestow a Target with increased Physical or Supernatural action speed, or Immunity to Fear effects, once every 6 hours

Seraph (Costs 10 Levels) [CL +10/V +8]

Can assume a Humanoid alternate form

Spoken words can be understood by All Creatures, and are Immune to Silence

Being Detected can afflict Targets with Charm or Fascination

Cherubim (Req. Seraph, Costs 5 Levels) [ML +5/CL +5/V +3]

Can rapidly Regenerate lost limbs, as such Constitution is considered 2x higher

Can Perform an action to cure an ally of a Physical Status Effect

Choral (Req. Seraph, Costs 5 Levels) [CL +5/V +3]

Can Perform a lengthy cast time to cast a spell at halved Mana Cost

Can Perform an action to inflict a Target with Charm or Fascination

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Demons

Infernal (Costs 10 Levels) [ML +10/CL +5/V +14]

Have Immunity to Heat, but are -50% Resistant to Electricity

Can Perform an Action to inflict nearby Targets with Confusion or Fascination

Can issue simple commands to weak Demon NPCs

Archdevil (Req. Infernal, Costs 5 Levels) [ML +5/V +4]

Can issue simple commands to all weak NPCs

Immune to Mental Status Effects

Pit Fiend (Req. Infernal, Costs 5 Levels) [ML +5/V +4]

Can emit an Aura that increases Attributes of Demon allies

Can summon a horde of weak Demon NPCs, once every 24 hours

Succubus (Costs 10 Levels) [ML +5/CL +5/V +10]

Can assume a Humanoid alternate form

Can Perform an Action to inflict a Target with Charm

Can absorb Vitality from a Target through touch

Lilin (Req. Succubus, Costs 5 Levels) [CL +5/V +3]

Can briefly edit an NPC's combat settings through touch

Can issue simple commands to Target afflicted with Charm

Omnibus (Req. Succubus, Costs 5 Levels) [CL +5/V +3]

Can assume the form of any non-unique NPC

Targets that Detect you are afflicted with Charm, Fascination, or Confusion

Bright Lord (Req. Non-Fallen Angel or Redeemed Demon, Costs 10 Levels) [CL +10/V +8]

Can issue simple commands to Good-Karma NPCs below your Level

Light (and Radiant) spell deal additional damage to Evil-Karma NPCs

Can Purchase radiant Spells from the Yggdrasil Cash Shop

Radiant Lord (Req. Bright Lord, Costs 5 Levels) [CL +5/V +3]

Gain +50% Resistance (Immunity) to Light Elemental damage, but gain -50% weakness to Dark

Can cast Light (and Radiant) spells 50% faster

Dark Lord (Req. Fallen Angel or Non-Redeemed Demon, Cost 10 Levels) [CL +10/V +8]

Can issue simple commands to Evil-Karma NPCs below your Level

Dark (and Shadow) Spells deal additional damage to Good-Karma Targets

Can Purchase shadow Spell from the Yggdrasil Cash Shop

Shadow Lord (Req. Dark Lord, Costs 5 Levels) [CL +5/V +3]

Gain +50% Resistance (Immunity) to Dark Elemental damage, but gain -50% weakness to Light

Can cast Dark (and Shadow) spells 50% faster

Djinn

Genie (Costs 10 Levels) [CL +10/V +10]

Ethereal alternate form becomes your base appearance, and can assume a Humanoid alternate form

Can cast any not known spell, but only at the behest of Others. This generates a spell or magical effect that will be suited

to the task of accomplishing the "wish". Has a chance of backfiring horribly when "wish" is worded improperly.

Are specialized in the Conjunction spell school, and can cast Conjunction spells at halved Mana cost

Ifrit (Req. Genie, Costs 5 Levels) [CL +5/V +3]

Can identify a Target's Supernatural Actions

Can Cast Spells of Heat Elemental Energy at halved Mana Cost, with increased Burn DoT duration

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Houri (Req. Seraph or Genie, Cost 5 Levels) [CL +5/V +3]

Can emit an Aura that slowly restores Vitality of nearby allies

Can Perform an action to cure an ally of a Mental Status Effect

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Shoulder Devil (Req. Succubus or Genie, Costs 5 Levels) [CL +5/V +3]

Can slip into small openings, but Strength is considered 2x lower

Can cast spells that inflict Mental Status Effects at halved Mana cost

Nephilim

Titan (Costs 10 Levels) [ML +15/V +16]

Chosen Attribute base limit decreases by 2, redistribute Attribute points

Skin becomes as strong as Medium Armor

Being Detected can afflict Targets with Panic, Fear, or Confusion

Can Perform an attack Action to smite a Target, dealing damage that scale with the Target's Karma, once every 4 hours

Asura (Req. Titan, Costs 5 Levels) [ML +10/V +8]

Chosen Attribute base limit decreases by 2, redistribute Attribute points

Have an additional pair of arms, as such can dual-wield on the same side of arms

Can see in a limited 360 degree FoV, granting Immunity to Critical Hits

Brain Eaters

Enlightened One (Costs 10 Levels) [CL +10/V +8]

Can consume the brain of a slain Humanoid or Demi-Humanoid in order to learn one additional Arcane Spell

Can briefly edit an NPC's combat settings through touch

Can issue simple commands to weak NPCs

Old One (Req. Enlightened One, Costs 5 Levels) [CL +5/V +3]

Choose one spell school to specialize in, you cast spells from that school at halved Mana cost

Being Detected can afflict Targets with Fear, Despair, or Revulsion

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Mindflyer (Costs 10 Levels) [CL +10/V +4]

Can Perform an Action to inflict a Target with a Mental Status Effect

Can issue simple commands to weak NPCs

Specialized in Enchantment spell school, you cast spells from that school at halved Mana cost

Souldrinker (Req. Mindflyer, Costs 5 Levels) [CL +5/V +3]

Can Perform an Action to drain Vitality and Mana on touch

Can briefly edit an NPC's combat settings through touch

->

Deep One (Req. Enlightened One or Mindflyer, Costs 5 Levels) [CL +5/V +3]

Gain +50% Resistance (Immunity) to Dark Elemental damage, but gain -25% weakness to Light

Can breathe Underwater indefinitely, and are Immune to Deep Underwater Environment Status Effects.

Dragonoids

Ascendant (Costs 10 Levels) [ML +10/CL +5/V +14]

+50% Resistance (Immunity) to Bloodline's Energy type, damage taken of Bloodline's energy gets converted into Vitality

Can sprout Wings and can fly as easily as running

Possess scales as strong as Medium Armor

Wyrmlord (Req. Ascendant, Costs 5 Levels) [ML +5/CL +5/V +5]

Can assume the form of an adult Dragon once every 168 hours

While shapeshifted, all Attributes receive an effective +8 bonus, and can use your breath attack at-will

Are Immune to Sleep and Paralysis

Angel-Blood/Demon-Blood (Req. Ascendant, Costs 5 Levels) [CL +5/V +4]

Replace your Bloodline's Energy type with either Light or Dark.

Resistances change accordingly, but gain +25% Resistance of previous Bloodline

(IE: If you had 100% Heat, -50% Cold and picked Light, you have 25% Heat, 100% Light, -50% Dark)

Breath attack is now a wide beam of your new Energy, with a longer range but a smaller hitbox, can be used every 2 hours

Arthropods

Arachnid (Costs 10 Levels) [ML +10/V +10]

Can walk or run normally on walls and ceilings.

Exoskeleton is as strong as Light Armor

Natural Weapon secretes a Poison DoT

Ariadne (Req. Arachnid, Costs 5 Levels) [ML +5/CL +5/V +4]

Can assume a Humanoid alternate form

Can produce a silk-like thread that can be woven into webs (that Slow or Stop) or Crafted Objects

These Crafted Objects have an inherent Data Level of $[(\text{Total Level}/10)+1]$

Scorpiones (Req. Arachnid, Costs 5 Levels) [ML +5/V +4]

Possess an additional Natural Weapon

Secondary Natural Weapon can cause Charm or Confusion, while Primary Natural Weapon deals additional damage

Secondary Natural Weapon doesn't secrete a Poison DoT

Vinegaroon (Req. Arachnid, Costs 5 Levels) [ML +5/V +4]

Natural Weapons deal additional Acid damage and make it twice as easy to Grapple Targets

Movement speed scale with unused Carry Weight Limit

Crustacean (Costs 10 Levels) [ML +10/V +16]

Have an additional pair of arms, as such can dual-wield on the same side of arms

Exoskeleton is as strong as Heavy Armor, but can't equip normal Armor

Can breathe Underwater indefinitely

Cancer (Req. Crustacean, Costs 5 Levels) [ML +5/V +5]

Receive a bonus to your Natural Armor rating that scales with Constitution

Can molt armor, losing Natural Armor protection for 24 hours, molted exoskeleton can be repurposed into Crafted Objects

These Crafted Objects have an inherent Data Level of $[(\text{Total Level}/10)+1]$

Mantis Shrimp (Req. Crustacean, Costs 5 Levels) [ML +5/V +4]

Can Perform an attack Action to inflict Target with Blind or Stun, once every hour

Natural Weapons deal additional Sonic damage

Barnacle Mass (Req. Crustacean, Costs 5 Levels) [ML +5/CL +5/V +5]

Can rapidly Regenerate lost limbs, as such Constitution is considered 2x higher

Immune to instant Death and Doom, but gain -75% Resistance to Heat

Dictyopterran (Costs 10 Levels) [ML +10/V +10]

Can consume Junk items to restore Vitality

Exoskeleton is as strong as Light Armor

Movement speed scales with Carry Weight Limit

Mantis (Req. Dictyopterran, Costs 5 Levels) [ML +5/V +4]
Can Perform an action to inflict Fear or Fascination on a Target
Deal double damage to Targets that do not Detect you

Roach (Req. Dictyopterran, Costs 5 Levels) [ML +5/V +7]
Constitution is considered 2x higher
Are able to slip into tight spaces

Termite (Req. Dictyopterran, Costs 5 Levels) [ML +5/V +5]
Deal triple damage to structures with Natural Weapons
Immune to Blind and Deaf

Hymenopterran (Costs 10 Levels) [ML +10/V +14]
Have Wings and can fly as easily as running
Exoskeleton is as strong as Medium Armor
Natural Weapon secretes a Poison DoT

Ant (Req. Hymenopterran, Costs 5 Levels) [ML +5/V +7]
Can walk or run normally on walls
Strength is considered 2x higher

Wasp (Req. Hymenopterran, Costs 5 Levels) [ML +5/V +4]
Natural Weapons can Sap DoT and it's 50% easier to Grapple Targets
Movement speed scales with unused Carry Weight Limit

Bee (Req. Hymenopterran, Costs 5 Levels) [ML +5/V +4]
It's twice as hard for a Grappled Target to escape once Grappled
Can create a honey-like substance that acts as a strong healing potion when consumed

Cricket (Costs 10 Levels) [ML +10/V +14]
Have an additional pair of arms, as such can dual-wield on the same side of arms
Exoskeleton is as strong as Light Armor
Can Jump up to five times higher by preparing for a moment

Grasshopper (Req. Cricket, Costs 5 Levels) [ML +5/V +4]
Have Wings and can fly as easily as running
Deal 50% increased damage when attacking while jumping or flying

Mole Cricket (Req. Cricket, Costs 5 Levels) [ML +5/V +4]
Can burrow through the ground as easily as running
Can Perform an Action to inflict Sleep on a Target, once every hour

Locust (Req. Cricket, Costs 5 Levels) [ML +5/V +4]

Receive no movement penalty regardless of Environment
Can Perform an Action to summon a horde of locusts that inflict Disease DoT AoE, once every 24 hours

Scarab (Costs 10 Levels) [ML +10/V +16]

Have an additional pair of arms, as such can dual-wield on the same side of arms
Exoskeleton is as strong as Heavy Armor, but can't equip normal Armor
Are twice as hard to Knock Out or Stagger

Hercules (Req. Scarab, Costs 5 Levels) [ML +5/CL +5/V +5]

Can cast Spells while simultaneously wielding a Weapon
Strength is considered 2x higher

Goliath (Req. Scarab, Costs 5 Levels) [ML +5/V +7]

Can Perform other Physical Actions at no penalty while Grappling a Target
When Grappling can use all four arms to deal additional damage that scales with Strength

Odonate (Costs 10 Levels) [ML +10/V +10]

Have Wings and can fly as easily as running
Exoskeleton is as strong as Light Armor
Know how to use Ranged Weaponry

Dragonfly (Req. Odonate, Costs 5 Levels) [ML +5/V +4]

Gain an additional 50% Resistance to an Elemental Energy Type of your choice
Can imbue your Ranged attacks with that Energy type

Damselfly (Req. Odonate, Costs 5 Levels) [ML +5/V +4]

While Flying you are 25% harder to hit with Ranged attacks or "Ray"-type spells
Movement speed scale with unused Carry Weight Limit

Fly (Costs 10 Levels) [ML +10/CL +5/V +10]

Have Wings and can fly as easily as running
Exoskeleton is as strong as Light Armor
While flying you are 25% harder to hit with Ranged attacks and "Ray"-type spells

Butterfly (Req. Fly, Costs 5 Levels) [CL +5/V +3]

Gain 25% Light damage Resistance and Mana Regeneration is Enhanced during the day
Can Perform an action to inflict a Target with Panic or Charm

Moth (Req. Fly, Costs 5 Levels) [CL +5/V +3]

Gain 25% Dark damage Resistance and Mana Regeneration is Enhanced during the night
Can Perform an action to inflict a Target with Confusion or Sleep

Caddisfly (Req. Fly, Costs 5 Levels) [ML +5/V +4]

Can Breathe Underwater indefinitely
Can Perform an action to Enhance Natural Armor to be as strong as Medium Armor, once every 8 hours

Mosquito (Req. Fly, Costs 5 Levels) [ML +5/V +2]

Can absorb Vitality from a Target using stinger-like mouth (while Grappling)
Any DoT effects inflicted on a Target last much longer, and Natural Weapons cause Bleed DoT

Vermes

Leech (Costs 10 Levels) [ML +10/CL +5/V +10]

Can breathe Underwater indefinitely
Can see in Complete Darkness
Can absorb Vitality from a Target using your mouth (while Grappling)

Bloodletter (Req. Leech, Costs 5 Levels) [ML +5/CL +5/V +4]

Harder to Detect while Underwater
Twice as hard to Knock Out or Stagger

Earthworm (Costs 10 Levels) [ML +10/CL +5/V +10]

Can burrow through the ground as easily as running
You are harder to Detect while Underground
Remaining motionless while Underground Enhances Stamina and Mana Regeneration

Sandworm (Req. Earthworm, Costs 5 Levels) [ML +5/V +4]

Can now burrow through the ground 50% faster
Strength is considered 2x higher

Ropers

Herroper (Costs 10 Levels) [ML +10/CL +5/V +7]

Possess tentacle Natural Weapons that have a chance to inflict Poison DoT or Disease DoT on Targets

Twice as easy to Grapple Targets
Can Perform an Action to inflict Fascination on a Target, once every 4 hours

Living Curse (Costs 5 Levels) [ML +5/V +5]

Can possess inanimate Armor not bigger than oneself. Gain Natural Armor as strong as possessed Armor

Know how to use Martial Weaponry

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Doppelganger

Greater Doppelganger (Costs 10 Levels) [ML +5/CL +10/V +10]

Alternate form can now be any non-unique NPC

Can assume any number of alternate forms, and can change alternate forms at-will

While in alternate form Attributes, Resistances and Stats are changed to that of new form, adjusted to 80% of Doppelganger's Level

Changeling (Req. Greater Doppelganger, Costs 5 Levels) [CL +5/V +3]

Alternate forms can now be any Humanoid, Demi-Humanoid, or Heteromorphic Races

Can assume the form of any Creature for a short time, Stats and Resistances are changed to that of new form

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Mimic (Req. Herroper or Greater Doppelganger, Costs 5 Levels) [ML +5/CL +5/V +4]

Can assume the form an inanimate Objects not bigger than oneself

While in the form of an Object and motionless you are Invisible to Perception passive Detection

Planterrans

Death Vine (Costs 10 Levels) [ML +10/CL +5/V +14]

Natural Weapons secrete a Poison DoT

Can breathe a cone of noxious fumes that applies a Poison DoT, once every 4 hours

Can Grapple a Target to inflict Poison DoT damage

Medusoid (Req. Death Vine, Costs 5 Levels) [ML +5/V +4]

Natural Weapons and breath attack have a chance to inflict Petrification

Breath attacks have a chance of Ignoring a Target's Resistances

Shambling Moss (Costs 10 Levels) [ML +5/CL +10/V +10]

Can rapidly Regenerate lost limbs, as such Constitution is considered 2x higher

Have double success rate on Actions that use Climb or Grapple

Can breathe Underwater indefinitely

Lurker (Req. Shambling Moss, Costs 5 Levels) [CL +5/V +3]

While remaining motionless in Forest or Swampland Environment become Invisible to Perception passive Detection

While remaining motionless in Forest or Swampland Environment Mana Regeneration is Enhanced

Dryad (Costs 10 Levels) [ML +10/CL +5/V +8]

While remaining motionless in Forest or Swampland Environment become Invisible to Perception passive Detection

Have Bark as Natural Armor that is as strong as Light Armor

Natural Weapons deal additional Acid damage

Spriggan (Req. Dryad, Costs 5 Levels) [CL +5/V +3]

Can Perform an Action to restore Vitality and remove a Mental Status Effect on a Target

Can issue simple commands to Beast and Plant NPCs

Alraune (Costs 10 Levels) [CL +10/V +8]

While remaining motionless in Forest or Swampland Environment Mana Regeneration is Enhanced

Can assume a Humanoid alternate form

Can Perform an Action to inflict a Target with Confusion, Charm, or Fascination Mental Status Effects

Alraune Queen (Req. Alraune, Costs 5 Levels) [CL +5/V +3]

Can emit an Aura that restores the Vitality and grants Immunity to Cold for nearby Plants

Can issue simple commands to Plant NPCs, and Faefolk NPCs become a Summoner option

Treant (Costs 10 Levels) [ML +10/V +22]

Have Bark as Natural Armor that is as strong as Medium Armor

Strength and Constitution are considered 2x higher, but Dexterity is considered 2x lower

Are twice as hard to Knock Out or Stagger

Tree King (Req. Treant, Costs 5 Levels) [CL +5/V +5]

Can create a small Forest Environment at surrounded location, once every 72 hours

While remaining motionless in Forest or Swampland Environment become Invisible to Perception passive Detection

Myconids

Puffball (Costs 10 Levels) [CL +10/V +8]

While remaining motionless in Forest or Swampland Environment Mana Regeneration is Enhanced

Can emit an Aura that inflicts random Mental Status Effects on Targets, once an hour

Can emit an Aura that inflicts Poison DoT on Targets

Stinkball (Req. Puffball, Costs 5 Levels) [CL +5/V +3]

While remaining motionless in Forest or Swampland Environment Mana Regenerates twice as fast

AoE attacks deal 50% increased damage and last longer

Bolete (Costs 10 Levels) [ML +10/V +18]

Strength is considered 2x higher

Know how to use Unarmed Strikes lethally

Are twice as hard to Knock Out or Stagger

King Boletus (Req. Bolete, Costs 5 Level) [ML +5/V +5]

Strength and Constitution are considered 2x higher, but Dexterity is considered 2x lower

Strength is considered 3x higher now

Almost impossible to Stagger

Slimes

Black Ooze (Costs 10 Levels) [ML +10/V +16]

Gain +50% Acid (Immunity) damage Resistance, but gain -25% Sonic damage weakness

Can deal Acid damage on touch

Can Grapple a smaller Target to engulf them, slowing or stopping their Physical Actions

Tar Jelly (Req. Black Ooze, Costs 5 Levels) [ML +5/V +5]

Acid damage to a Target always reduces their equipment durability

Grappling a Target stacks an additional Acid Corrosion effect

Void Jelly (Req. Black Ooze, Costs 5 Levels) [CL +5/V +4]

Gain +100% Resistance (Immunity) to Dark Elemental damage, but gain -100% weakness to Light

Separate Inventory is expanded, it is now a large Inventory instead of a small Inventory

Blue Ooze (Costs 10 Levels) [ML +5/CL +5/V +12]

Possess Natural Weapons that mimic Martial Weaponry

This allows bypassing Classes with Martial Weaponry requirements

Know how to Sneak attack to deal increased damage to Targets who have not Detected them

Can Perform an Action to poach a Monster at critical Vitality to learn an additional Skill/Spell

Shoggoth (Req. Blue Ooze, Costs 5 Levels) [ML +5/CL +5/V +5]

Can store a Humanoid or Demi-Humanoid NPC within your separate Inventory to assume their form

Being Detected can afflict Targets with Fear, Revulsion, or Despair

Monster Jelly (Req. Blue Ooze, Costs 5 Levels) [ML +5/CL +5/V +5]

Can store any Creature NPC small enough to fit in your separate Inventory to assume their form

Can sprout Wings to fly, and Natural Weapons can now also mimic the Natural Weapons of the Creature stored

Red Ooze (Costs 10 Levels) [ML +10/V +16]

Choose between Heat, Cold, Acid, Electricity, or Sonic, gain +50% Resistance to chosen element

Possess Natural Weapons that deal chosen Elemental damage

Can rapidly Regenerate lost limbs, as such Constitution is considered 2x higher

Abyssal Jelly (Req. Red Ooze, Costs 5 Levels) [ML +5/CL +5/V +5]

Gain additional +25% Resistance to chosen element, and damage taken from it gets converted into Vitality

Can breathe Underwater indefinitely and see in Complete Darkness

Infernal Jelly (Req. Red Ooze, Costs 5 Levels) [CL +5/V +4]

Gain +50% Resistance to Dark damage, and damage taken from it gets converted into Vitality

Are Immune to Poison DoT and Bleed DoT

Fairies

Sprite (Costs 10 Levels) [ML +10/V +4]

Know how to use Ranged Weaponry

Can use Ranged attacks to inflict Sleep or Confusion on Targets

Know how to Sneak attack to deal increased damage to Targets who have not Detected them

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Pixie (Costs 10 Levels) [CL +10/V +6]

Can turn Invisible once every 8 hours

Are specialized in the Illusion spell school, and can cast Illusion spells at halved Mana cost

Can Perform an Action to inflict Confusion or Fascination on Targets

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Sylph (Req. Sprite or Pixie, Costs 5 Levels) [ML +5/V +4 OR CL +5/V +3]

Can Fly twice as fast and are 50% harder to hit while moving during flight

Can effortlessly hover while Flying, Mana Regeneration is enhanced while hovering

Brounie (Costs 10 Levels) [ML +10/V +10]

Know how to use Martial Weaponry

Strength is considered 2x higher (bring considered Strength back to normal)

All Craft Skills are considered 2x higher

Leprechaun (Req. Brounie, Costs 5 Levels) [CL +5/V +5]

Are aware of the exact location of nearby Gold and Magical Objects, except Player Inventory items

Gain a separate Inventory for Gold that cannot be stolen from

Nymph

Siren (Req. Flumine and Sing 15+, Costs 10 Levels) [CL +10/V +8]

Can Perform a lengthy cast time to cast a spell at halved Mana cost

Targets that hear a Siren's Singing can be afflicted with Sleep, Charm, or Despair

Gain a bonus to all non-combat interactions with NPCs

Mermaid (Req. Siren and Swim 20+, Costs 5 Levels) [ML +5/CL +5/V +5]

Maximum swimming speed is increased, and are 50% harder to Detect while Underwater

Gain additional Resistance to all Status Effects while Underwater

Leanan Sidhe (Req. Sylvan and Deception 15+, Costs 10 Levels) [CL +10/V +8]

Can assume a Humanoid or Demi-Humanoid alternate form

Can emit an Aura that increases Skill success chance of nearby allies

Gain a bonus to all non-combat interactions with NPCs

Satyr (Req. Leanan Sidhe and Instrument 20+, Costs 5 Levels) [ML +5/CL +5/V +5]

Have an additional chance to Knock Out, Stagger or Stun Targets when attacking using Natural Weapons

When Playing an Instrument: Mana Regenerates faster, and are 50% harder to Knock Out or Stagger

Gorgon (Req. Lamia and Intimidation 15+, Costs 10 Levels) [CL +10/V +8]

Targets who share a gaze can be afflicted with Petrification

Can Perform a lengthy cast time to cast Spells that inflict Status Effects at halved Mana cost

Natural Weapons have a chance to inflict Poison DoT

Echidna (Req. Gorgon and Persuasion 20+, Costs 5 Levels) [CL +5/V +4]

Targets who share a gaze can be alternatively afflicted with Charm, or Fascination

Can Perform a lengthy cast time to cast Spells that summon NPCs at halved Mana cost

Lycanthropes

Chimerathrope (Costs 10 Levels) [ML +10/V +14]

{Base appearance is now a Hybrid of original appearance and second choice}

Choose either Beastman, Birdman, or Lizardman:

Beastman: Natural Weapons gain an additional chance to Knock Out or Stagger Targets

Birdman: have Wings and can fly as easily as running

Lizardman: Natural Weapons have a chance to inflict Poison DoT

Receive a bonus to damage dealt when attacking with Natural Weapons

Hybrid form has hide as strong as Medium Armor

Cerberusthrope (Req. Chimerathrope, Costs 5 Levels) [ML +5/V +6]

{Base appearance is now a Hybrid of original appearance and second choice with three heads instead of one}

Can see in a limited 360 degree FoV, granting Immunity to Critical Hits

Hybrid form has hide as strong as Heavy Armor

Elementals

Primal Elemental (Req. Elemental, Costs 10 Levels) [ML +5/CL +5/V +10]

Possess Natural Weapons that deal damage of first chosen element

Can cast Spells of first chosen Element at halved Mana cost

20% of damage taken is converted into Damage-over-Time

Entite (Req. Primal Elemental, Costs 5 Levels) [CL +5/V +4]

Can transform into an Elemental Titan once every 168 hours

While in this form your Mana Regenerates much faster and without delay

Are Immune to most Status Effects while transformed

Are Immune to Charm

Awakened Golems

Flesh Golem (Req. Wood Golem, Costs 10 Levels) [ML +5/CL +5/V +28]

Choose a Humanoid race as base material

Take halved healing from both Positive and Negative Energy

Being Detected can afflict Targets with Fear and Revulsion

Limbs are considered Magic Weapons

Effigy Golem (Req. Flesh Golem, Costs 5 Levels) [ML +5/CL +5/V +7]

Alive Humanoid base material gives more Vitality when absorbed

Are Immune to Heat, can convert damage taken from Heat into Vitality or Mana

Metal Golem (Req. Copper Golem, Costs 10 Levels) [ML +10/V +28]

Choose either Iron, Brass, or Aluminum as base material

Know how to use Martial Weaponry

Can manifest Natural Weapons that Mimic Marital Weaponry

Form is considered Heavy Armor

Clockwork Golem (Req. Metal Golem, Costs 5 Levels) [ML +5/CL +5/V +7]

Processed base material gives more Vitality when absorbed

Are Immune to Electricity, can convert damage taken from Electricity into Vitality or Mana

Mineral Golem (Req. Clay Golem, Costs 10 Levels) [CL +10/V +28]

Choose either Quartz or Stone as base material

Can manifest spells anywhere on body, using 360 degree FoV

Can remotely control objects made of base material within sight, including severed limbs (like telekinesis)

Cast spells 50% faster

Gem Golem (Req. Mineral Golem, Costs 5 Levels) [ML +5/CL +5/V +7]

Precious stone base material gives more Vitality when absorbed

Are Immune to Acid, can convert damage taken from Acid into Vitality or Mana

Magic Golem (Req. Caloric Stone, Costs 0 Levels) [V +1]

Have World Protection (unaffected by World-Class Items)

Can absorb Mana through touch to receive Vitality, and gain 30 Supernatural Resistance

Undead

Lich (Costs 10 Levels) [CL +10/V +8]

Have Arcane Spellcasting (CHA)

Specialized in the Necromancy Spell School, and can cast Necromancy Spells at halved Mana cost

Can emit an Aura to inflict Fear, Panic, or Despair on nearby Targets

Elder Lich (Req. Lich, Costs 5 Levels) [CL +5/V +3]

Can slay a living Humanoid or Demi-Humanoid with a specialized necromancy spell in order to learn an additional Spell

Can emit an Aura to inflict Insanity, or Confusion on weak nearby Targets

Overlord (Req. Lich, Cost 5 Levels) [CL +5/V +3]

Can issue simple commands to Undead NPCs

Can emit an Aura that increases the Attributes of Undead Allies

Bone Lord (Req. Lich, Costs 5 Levels) [ML +5/CL +5/V +5]

Have a body as strong as Medium Armor

Can summon a horde of weak skeleton NPCs, once every 24 hours

Mummy Lord (Req. Lich, Costs 5 Levels) [ML +5/CL +5/V +3]

Can Perform an Action to turn a recently slain not above Total Level into a Mummy, once every 24 hours

Are Immune to Poison DoT, and Disease DoT

Vampire (Costs 10 Levels) [ML +10/CL +5/V +14]

Can absorb Vitality from a Target using your fangs (while Grappling)

Can manifest claw-like Natural Weapons

Can summon a horde of weak familiar NPCs, once every 24 hours

Blutsauger (Req. Vampire, Costs 5 Levels) [CL +5/V +3]

Gain a secondary Mana Pool that is filled by absorbing Vitality

Can absorb Vitality from a Target through touch

Vampire Lord (Req. Vampire, Costs 5 Levels) [ML +5/CL +5/V +4]

Can briefly edit an NPC's combat settings through eye contact

Can assume the form of a true Vampire once every 72 hours

While shapeshifted, all Attributes receive an effective +4 bonus

Daywalker (Req. Vampire, Costs 5 Levels) [ML +5/CL +5/V +4]

Reverse Light and Dark Resistances, but you are still damaged by Positive Energy and healed by Negative energy

Can assume an alternate appearance in order to appear as a Living Humanoid

Wendigo (Req. Vampire, Costs 5 Levels) [ML +5/CL +5/V +4]

Are Immune to Cold, but -50% weak to Acid

Can devour a recently slain Humanoid NPC to restore Vitality and boost Attributes for a short time

+4/2/1 to three highest Attributes the slain Humanoid possessed, doesn't stack

Dullahan (Costs 10 Levels) [ML +10/V +14]

Know how to use Marital Weaponry

50% harder to Knock Out or Stagger
Can control your limbs remotely

Draugr (Req. Dullahan, Costs 5 Levels) [ML +5/CL +5/V +5]
Can Perform an Action to lower a Target's Attributes
Physical attacks are 50% more likely to Knock Out or Stagger

Revenant (Req. Dullahan, Costs 5 Levels) [ML +5/CL +5/V +4]
Are aware of precise location of any nearby Living
Can Perform an Action to reflect damage from an opponent's Physical attack back at them, but this requires precise timing

Headless Horseman (Req. Dullahan and Ride 20+, Costs 5 Levels) [ML +5/V +5]
While Riding: Are Immune to Slow and Stop
While Riding: Can attack while moving to deal increased damage, and Sneak attacks have a chance to inflict instant Death on a Target

Ghost (Costs 10 Levels) [CL +10/V +8]
Base appearance is now Ethereal
Cannot be harmed by Physical damage, and can walk through most walls and obstacles, but are still
affected by magic effects and magic damage, including magic weapons
Can turn Invisible once every 8 hours
Possess Natural telekinesis

Wraith (Req. Ghost, Costs 5 Levels) [CL +5/V +3]
Can assume an alternate Physical form
Can Perform an Action to absorb Vitality from a Target

Poltergeist (Req. Ghost, Costs 5 Levels) [ML +5/CL +5/V +4]
Gain 50% bonus to any Actions that use telekinesis
Physical attacks are 50% more likely to Knock Out or Stagger Targets

Banshee (Req. Ghost, Costs 5 Levels) [CL +5/V +3]
Can scream to deal Sonic Elemental damage in an AoE around yourself, once every 4 hours
Can scream to inflict a Target with Panic, Fear, or Despair Mental Status Effects

Base Job Classes
Cost 15 Levels each.
Remember to keep track of how many levels your classes take.

Provide entry-level abilities

Some Heteromorphs can skip this section

Squire (Req. Not over Total Level 30, Costs 15 Levels) [ML +10/V +15]

Know how to use Martial Weaponry (notably Swords), Ranged Weaponry (notably Bows), Unarmed Strikes,

but require 50% more stamina to execute Physical Action Commands

Have an Increased XP gain

Can clean Weapons and Armor for damage or armor bonuses

Can choose to be a Squire to another martial Player.

Lose all martial proficiency and gain theirs, with Level appropriate Physical Action Commands, no longer require 50% more stamina

This is a trial class, it's used for new players not knowing what martial tradition to choose and/or initially lacking requirements for preferred class. Squire doesn't gain XP after Total Level 30. At any time Levels in Squire can be exchanged to a different base class.

Apprentice (Req. Not over Total Level 30, Costs 15 Levels) [CL +10/V +8]

Have Arcane, Nature, Divine Spellcasting (INT) without dividing Caster Proficiency, but cast spells at double Mana cost

Have an Increased XP gain

Crafting materials don't count towards Carry Weight Limit

Can choose to be an Apprentice to another caster Player.

Lose all casting traditions and gain theirs, with Level appropriate spells and crafting recipes, no longer cast at double Mana Cost

This is a trial class, it's used for new players not knowing what magic tradition to choose and/or initially lacking requirements for preferred class. Apprentice doesn't gain XP after Total Level 30. At any time Levels in Apprentice can be exchanged to a different base class.

Boxer (Req. STR 13+ and CON 13+) [ML +15/V +33]

Know how to use Unarmed Strikes lethally

20% of damage taken is converted into Damage-over-Time

Attack speed is increased when Unarmed

Have an increased chance for your attacks to hit multiple times

Wrestler (Req. STR 13+ and DEX 13+) [ML +15/V +30]

Know how to use Unarmed Strikes lethally

Grappling has a 25% Improved success chance and it is 50% harder for a Grappled Target to escape

Deal increased damage when Grappling Targets

Can Perform an attack Action while Grappling a Target to inflict Blind, Silence, or Sleep

Monk (Req. DEX 13+ and Athletics 15+) [ML +15/V +24]

Know how to use Unarmed Strikes lethally

Movement speed scales with unused Carry Weight Limit

Damage taken from AoE effects is halved
Are Immune to Mental Status Effects

Barbarian (Req. STR 11+ and CON 11+) [ML +15/V +33]

Know how to use Martial Weaponry (notably Greatswords, Greataxes, and Greathammers) and Unarmed Strikes lethally

Can enter a Rage state, increasing Martial Attributes by +6, once every 4 hours

Movement speed scales with unused Carry Weight Limit

Can Perform an attack Action to deal damage through a Target's block and sunder their armor

Fighter (Req. STR 11+ and INT 11+) [ML +15/V +27]

Know how to use Martial Weaponry (notably Swords and Axes) and Unarmed Strikes

Are aware of attempts to inflict Mental Status Effects, and are Immune to Mental Status Effects

Stamina costs for Physical Action Commands are halved

Can Perform an attack Action to Stun or Slow a Target

Crusader (Req. STR 13+) [ML +15/V +33]

Know how to use Martial Weaponry (notably Swords and Maces)

20% of damage taken is converted into Damage-over-Time

Resist the secondary Effects of non-damaging abilities, such as Attribute damage

Can Perform an attack Action to rush towards a Target to Knock them Out

Gunner (Req. DEX 11+ and WIS 11+) [ML +15/V +18]

Know how to use Ranged Weaponry (notably Firearms and Throwing Weapons)

Know how to Sneak attack to deal increased damage to Targets who have not Detected them

Can see normally (and Detect Targets) in Dim Lighting

Accuracy increases the longer you remain zoomed-in and focused on a Target

Paladin (Req. WIS or CHA 11+ and Leadership 15+) [ML +10/CL +5/V +24]

Know how to use Martial Weaponry (notably Maces and Hammers)

Have Divine Spellcasting (WIS or CHA) and Mana Regenerates 25% faster, but cast spells at double Mana Cost

Emit an Aura that increases Resistances to Mental Status Effects for allies

Can Perform an attack Action to smite a Target, dealing damage that scales with the Target's Karma, once every 4 hours

Ranger (Req. DEX 11+ and INT 11+ or WIS 11+) [ML +10/CL +5/V +15]

Know how to use Ranged Weaponry (notably Bows, Crossbows, and Throwing Weapons)

Have Nature Spellcasting (INT or WIS) and Mana Regenerates 25% faster, but cast spells at double Mana Cost

Spoken words can be understood by All Beasts, and Are unaffected by the Supernatural abilities of Beasts

Receive no movement penalty regardless of Environment

Samurai (Req. DEX 11+ and Stealth 15+) [ML +15/V +24]

Know how to use Martial Weaponry (notably Swords and Daggers), and can dual-wield

Can Challenge a Target to a duel, if a Target disengages, can deal additional damage to them

Can inflict Fear or Panic on the Target of their duel

Can Perform an attack Action to attack twice as fast, but Weapon must be Sheathed/Put Away to Activate

Rogue (Req. DEX 11+ and Stealth 15+) [ML +10/CL +5/V +18]

Know how to use Martial Weaponry (notably Daggers)

Know how to Sneak attack to deal increased damage to Targets who have not Detected them

Damage taken from AoE effects is halved

Can Perform an attack Action to mug a Target, dealing damage and randomly stealing some Gold or small valuables

Hunter (Req. DEX 13+) [ML +15/V +18]

Know how to use Ranged Weaponry (notably Bows, Crossbows, and Firearms)

Know how to Sneak attack to deal increased damage to Targets who have not Detected them

Deal increased damage to Creature NPCs below their Level

Can Perform an Action to determine the location of nearby Living Targets, and track distant Living Targets

Weapon-Thrower (Req. STR 11+ and DEX 13+) [ML +15/V +24]

Know how to use Ranged Weaponry (notably Throwing Weapons)

Have double Critical hit chance when attacking with Thrown Weapons

Can throw weapons and objects twice as far

Receive no accuracy penalty for movement when using Ranged Weaponry

Cavalier (Req. STR 11+ and Ride 15+) [ML +15/V +24]

Know how to use Martial Weaponry (notably Spears and Lances)

While you are Riding your mount it gains an Attribute boost that scales with your Level

While Riding: are 50% harder to Knock Out or Stagger

While Riding: can attack while moving to deal increased damage and Knock Out Targets

Dragoon (Req. STR 13+ or DEX 13+ and Jump 15+) [ML +15/V +24]

Know how to use Martial Weaponry (notably Lances and Hammers)

Jump height is doubled, and you take halved fall damage

Deal 50% increased damage when attacking while jumping

Can Perform an attack Action to deal damage through a Target's block and sunder their armor

Defender (Req. STR 13+ or DEX 13+) [ML +15/V +33]

Know how to use Martial Weaponry (notably Maces and Greatshields)

Damage taken from AoE effects is halved

Targets standing directly behind them take no damage from AoE attacks and Effects

Can Perform an attack Action using a Shield to Stagger a Target's Action, with a chance to Stun

Shieldbearer (Req. STR 13+ and CON 13+) [ML +15/V +33]

Know how to use Martial Weaponry (notably Greatshields) and can dual-wield shields

While defending using a Shield: are 50% harder to Knock Out or Stagger per Shield

While remaining motionless when defending using a Shield: Gain a bonus to Armor rating that scales with Strength

While defending using a Shield: Unaffected by any Action or Effect that would bypass their defense

Athlete (Req. DEX 11+ and CON 13+) [ML +15/V +27] [Unarmed Strikes?]

Can Perform Physical Action Commands while Running, Swimming, or Flying with no penalties for movement

Maximum movement speed is increased and moving quickly consumes less Stamina

While moving quickly you are 50% harder to Knock Out or Stagger

Receive no movement penalty regardless of Environment

Pickpocket (Req. DEX 13+ and Sleight of Hand 15+) [ML +10/CL +5/V +18]

Know how to use Martial Weaponry (notably Daggers)

Can remotely steal Gold and Magic items from NPCs, while undetected can access any NPC's Inventory through touch

Are 50% Harder to Grapple and fall damage is halved

Are 50% Harder to Detect with passive Detection

Tinkerer (Req. INT 11+ and WIS 11+) [ML +5/CL +10/V +15]

Know how to create and use Ranged Weaponry (notably Firearms and Crossbows)

Can create and issue simple commands to clockwork Construct NPCs

Can channel a minor transmutation effect to repair Constructs

Can summon a horde of weak clockwork Construct NPCs, once per day

Shaman (Req. CON 13+ and Medicine 15+) [ML +15/CL +5/V +24]

Know how to use Unarmed Strikes lethally

Have Nature Spellcasting (CON)

Are Immune to Bleed DoTs, as such Physical damage taken is considered non-lethal

Can Perform an attack Action to inflict Sap DoT or Slow on a Target

Valkyrie (Req. STR 11+ and WIS 11+) [ML +15/CL +5/V +27]

Know how to use Martial Weaponry (notably Swords and Spears)

Can sprout Wings (can Fly) for a total of 8 hours each day

Have Divine Spellcasting (WIS) and Mana Regenerates 25% faster, but cast spells at double Mana Cost

Can Perform an attack Action to deal damage through a Target's block and sunder their armor

Bard (Req. CHA 13+ and Performance 15+) [ML +5/CL +10/V +15]

Have Nature Spellcasting (CHA) and Mana Regenerates 25% faster, but cast spells at double Mana Cost

Can Perform a lengthy cast time to cast a spell at halved Mana cost

Can Perform to cure nearby allies of a Mental Status Effect

Can Perform to inflict a Mental Status Effect on a Target

Druid (Req. WIS 13+ or CON 13+ and Survival 15+) [ML +5/CL +10/V +15]

Have Nature Spellcasting (WIS or CON)

Can shift into a non-unique Bestial form, in which they can use Natural Weapons

Can Perform an Action to freely change their facial features

Can Perform an Action to inflict Poison DoT or Disease DoT on a Target

Cleric (Req. WIS 13+ and Insight 15+) [ML +5/CL +15/V +15]

Have Divine Spellcasting (WIS)

Can emit an AoE burst of Positive or Negative energy, once every 8 hours

Can deal additional Light or Dark damage to the opposite Karma Targets

Can Perform an Action to cure an ally of almost any status effect

Priest (Req. WIS 15+ or CHA 15+ and Knowledge: Religion 15+) [CL +15/V +12]

Have Divine Spellcasting (WIS or CHA)

Able to Perform a chant to cure an ally of a Mental Status Effect

Can Perform a lengthy chant to enhance Resistances to Mental Status Effects for nearby allies

Can Perform an Action to grant an ally improved Supernatural speed

Elementalist (Req. Demi-Humanoid or Heteromorph and CHA 13+) [CL +15/V +12]

Have Arcane Spellcasting (CHA)

Gain +50% Resistance to an Elemental energy type of choice

Can issue simple commands to Elemental NPCs

Can summon a strong Elemental NPC, once every 72 hours

Sorcerer (Req. Heteromorph and INT 11+, WIS 11+, CHA 13+, or CON 11+) [CL +15/V +12]

Have Arcane Spellcasting (INT, WIS, CHA, or CON)

Can cast Spells associated with their Heteromorphic Bloodline at halved Mana cost

Can create a special ability associated with their Heteromorphic Bloodline. Come up with it yourself!

Can channel additional Mana to cause magic that deals damage to inflict additional effects

Warlock (Req. Humanoid and CHA 11+) [CL +15/V +12]

Have Arcane Spellcasting (CHA)

Can cast Evil-Karma Spells at halved Mana cost and gain +75% Dark Resistance

Can issue simple commands to Evil-Karma NPCs

Can sign a Blood Contract with a Heteromorphic Patron, gain their race's First listed ability.

Contract can be with another Player, in that case it must include terms endearing yourself to them.

For example, you might have to Join their Guild, Perform a quest for them, or even be forced to become their servant, among other possibilities

Wizard (Req. INT 11+ and Knowledge (Arcana) 15+) [CL +15/V +12]

Have Arcane Spellcasting (INT)

Can Specialize in a spell school, casting Spells from that school at halved Mana Cost

Choose between: Abjuration / Conjunction / Divination / Enchantment / Evocation / Illusion / Transmutation / Necromancy

Can create a special ability associated with their chosen Spell school. Come up with it yourself!

Can create a custom spell that is from chosen Spell School. Can only be used once every 24 hours

Perform an Action (physical) tends to have a meaning related to the specifics of the ability. For example, a Hunter would be able to look around, smell the air, listen intently, or feel for vibrations in the ground to activate their ability to determine a Target's location.

Perform an attack Action means that you can attack in any way that you normally would to apply the effect of the ability,

but some Weapon types will restrict which attack Actions can apply the Effect. For example, while wielding a Spear you

can only apply a Sunder Effect with a Thrust attack, but while wielding an Axe you can apply it with a slash attack.

No mention of a duration means it has a short cooldown.

Perform an Action (magic) means that you can recite a chant or mantra, make a gesture or series of gestures with your hands or

limbs, or utilize a casting focus. There are certain other actions that can qualify, but these are odd exceptions. They cost no mana.

Perform means to use one of your Performance Skills. For example, playing an Instrument or Singing.

Custom spells/abilities do not have an XP cost or Mana Cost, their cost is only a long casting time and/or a very long cooldown

Advanced Job Classes

Cost 10 Levels each

What Character Builds are made of

Berserker (Req. Rage ability or Barbarian and CON 15+) [ML +10/V +18]

Rage lasts longer and offers an extra +2 to Attribute boost

When Vitality fall below 20% enter into Rage automatically and stay enraged until Vitality recovers to 25%

While in enraged are harder to Knock Out or Stagger and Mental Status Resistances are greatly increased

Knight (Req. Martial Weaponry) [ML +10/V +22]

Deal additional damage to Targets that have aggro on an ally

Receive no movement penalty when Performing defensive Actions or abilities

Are 50% harder to Knock Out or Stagger, and it is 50% easier to Knock Out or Stagger Targets

Warden (Req. Notable at Greatshields) [ML +10/V +22]

Take reduced damage that scales with the number of nearby allies

Are more likely to be Targeted by Enemies than any nearby allies

Can Perform an attack Action to inflict Slow or Stop on a Target, once per hour

Sentinel (Req. Notable at Greatshields) [ML +10/V +22]

While wearing Heavy Armor you gain a bonus to armor rating that scales with your Level

Are almost impossible to Knock Out or Stagger

Are Immune to Mental Status Effects

High Commander (Req. two (or more) Martial Proficiency) [ML +10/V +12]

Learn an additional Physical Action Command every other Character Level (+50 at Level 100)

Aura and AoE effect range is increased by 50%

Stamina Regenerates 25% faster, and are Immune to Stop

Armament Lord (Req. Martial Weaponry or Ranged Weaponry) [ML +10/V +18]

Choose two types of weapons (For example "Sword & Spear" or "Axe & Firearm")

Stamina costs for Physical Action Commands are halved while wielding that type of Weapon

Create a custom Skill that you can only use while wielding one or both of your chosen Weapon types

Can set a short list of Weapons that can be equipped or switched almost instantly, even while engaged in combat

Sword Saint (Req. Martial Weaponry) [ML +10/V +16]

Primary Weapon cannot be stolen, forcefully unequipped and is not lost upon death

All melee Weaponry equipped are considered magic weapons

Can create a special ability that can only be performed/used while wielding a specific weapon type

Dualer (Req. Martial Weaponry or notable at Firearms) [ML +10/V +16]

Can dual-wield, and while dual wielding can perform two attacks simultaneously on a Target
Attack speed is increased slightly when dual-wielding
Secondary Weapon slot is considered a second Primary Weapon slot

Blade Dancer (Req. Martial Weaponry and Dance 30+) [ML +10/V +16]
Fight with a graceful dance-like fighting style, and as such your evade is enhanced,
and your chance to land multiple hits is increased the closer you are to a Target
Stamina costs for Performing Physical Action Commands are 25% lower
Can Perform an attack Action to hit multiple times with a single attack

Sky Dancer (Req. Wings/Supernatural Flight and Flight 30+) [ML +10/V +16 OR CL +10/V +8]
Deal more damage either when attacking or casting spells during flight
Are 50% harder to hit with Ranged attacks and "ray" type spells while flying
Maximum flight speed is doubled

Zephyr (Req. Wings and Flight 30+) [ML +10/V +14]
Take no falling damage
Ranged attacks, movement, and senses are unaffected by the wind
Can Perform an Action to double movement speed and attack speed for a brief time, once every 8 hours

Modgudr (Req. Valkyrie) [ML +10/CL +5/V +12]
Have Wings (can Fly) permanently, and your wings are durable enough to be used defensively (like a Shield)
Spell Mana Cost is no longer doubled and Mana Pool maximum is increased by 25%
Stamina costs for Movement and defensive Actions are halved

Templar (Req. Martial Weaponry and Divine Spellcasting) [ML +10/CL +5/V +14]
Allies can Understand your words regardless of battlefield conditions
Are Immune to Mental Status Effects
Can Perform an attack Action to smite a Target, dealing damage that scale with the Target's Karma, once every 4 hours

Inquisitor (Req. Paladin and Persuasion or Intimidation 30+) [ML +5/CL +10/V +12]
Spell Mana cost is no longer doubled and Mana Pool maximum is increased by 25%
Can Interrogate an NPC to learn information, with a chance to inflict Fear or Despair on them
Can Perform an Action to Dispel or Negate a spell or magic effect, once every 8 hours

Battlemage (Req. Martial Weaponry and any Spellcasting) [ML +5/CL +10/V +14]
Can cast Spells while simultaneously wielding a weapon
Can imbue your Armor with a Spell, but only outside combat
Can wear Medium or Heavy Armor with no penalty to Supernatural action speed

Arcane Duelist (Req. any Arcane Spellcasting, and Martial or Ranged Weaponry) [ML +5/CL +10/V +12]

- Can cast Arcane Spells while simultaneously wielding a weapon
- Can imbue Weapon with an Arcane Spell
- Can cast touch Spells simultaneously while Performing an attack action

Spellsword (Req. Martial Weapons and any Spellcasting) [ML +5/CL +10/V +12]

- Can cast Spells while simultaneously wielding a weapon
- Can imbue Weapon with a Spell, but only outside combat
- Cast spells 25% faster when wielding a Weapon in Primary Slot and a Casting Focus in the other

Mystic Fist (Req. Lethal Unarmed Strikes or Natural Weapons and any Spellcasting) [ML +10/CL +5/V +16]

- While Unarmed you cast Spell 25% faster
- Can imbue limbs with a Spell
- Can Perform an Action that enhances Physical Attributes by +4, once every 4 hours

Sacred Fist (Req. Lethal Unarmed Strikes or Natural Weapons) [ML +10/V +16]

- Limbs and/or Natural Weapons are considered Magic Weapons
- Can apply limited Attribute Enhancement to body worth 12 points in Total, but cannot activate while wearing Armor heavier than Cloth
- Receive a bonus to attack speed that scales with unused Carry Weight Limit

Shen Fist (Req. Lethal Unarmed Strikes or Natural Weapons) [ML +10/V +16]

- Can predict what Physical Actions a Target is attempting
- Can Perform a set of Physical Actions that mimic the Fighting style of an animal
 - Choose either crane, mantis, monkey, panther, snake, or tiger
- Can create a custom Skill related to your chosen Fighting style, usable once every 24 hours

Strider (Req. Ranger) [ML +10/CL +10/V +12]

- Spell Mana Cost is no longer doubled and Mana Pool maximum is increased by 25%
- Movement speed scales with unused Carry Weight Limit
- Are Immune to Mental Status Effects

Triathlete (Req. Athlete) [ML +10/CL +10/V +14]

- Can run on walls and the surface of water.
- Moving quickly, jumping, swimming and flying no longer consumes any stamina and maximum movement speed is further increased.
- Can deal damage and Knock Out Targets that get in the way, without stopping

Thief (Req. Stealth 30+ and Sleight of Hand 30+) [ML +5/CL +5/V +10]

- Can remotely steal a small item from NPC Targets that do not Detect you
- While undetected, can access a player's Inventory through touch

Can Perform an Action to make yourself 50% harder to Detect by any means for a time, once every 4 hours

Pirate (Req. Martial Weaponry or Ranged Weaponry and Sailor 30+) [ML +10/V +14]

Know how to use Martial Weaponry (notably Swords and Daggers) and Ranged Weaponry (notably Firearms)

Can Dual-wield a Martial Weapon and a Firearm (Except heavy Firearms)

while Dual-wielding you have no penalty to accuracy for firing your weapon one-handed

Receive a slight increase to the amount of Gold and Loot obtained from defeated NPCs

Sniper (Req. Ranged Weaponry and Perception 30+) [ML +10/V +12]

Can compensate for Ranged damage drop-off, effectively ignoring it

Can predict enemy movement (but not actions), increasing overall accuracy

Can Perform an attack Action that guarantees a Critical Hit

Mobile Artillery (Req. Notable at firearms) [ML +10/V +12]

While wielding a Firearm receive a bonus to attack range

While wielding a heavy Firearm gain a bonus to damage dealt that scales with Target's distance

While remaining motionless Ranged attacks are 50% more accurate

Grenadier (Req. Notable at throwing weapons) [ML +10/V +14]

Can create basic explosives that deals Physical damage. Explosives are consumable items, and don't take up an item slot

Can throw Objects farther and have greatly increased accuracy when throwing Objects

AoE attacks deal 50% increased damage

Assassin (Req. Sneak attack or Stealth 30+) [ML +10/CL +5/V +14]

The longer you remain undetected by a Target, the higher your chance to Critical Hit

Have Arcane Spellcasting (INT), but cast spells at double Mana Cost

Can Perform an attack Action that guarantees a Critical Hit

Ninja (Req. Assassin) [ML +10/CL +10/V +14]

Can walk and run normally on walls and ceilings

Can Perform a short-range teleport if you are completely undetected

Can Perform an Action to inflict Blind, Deaf, Silence, or Stun on a Target

Jester (Req. Bard and Sleight of Hand 30+) [CL +10/V +8]

Can imbue small objects with a weak Spell

Can Perform to produce a number of minor Illusionary effects

Are 50% harder to hit when not wielding a weapon

Virtuoso (Req. Bard) [CL +10/V +8]

Instrument can maintain concentration on spells for you

Can Perform a lengthy cast time to cast a random buff, debuff, heal or damage Spell on a Target

When Playing an Instrument: Targets that hear it can be inflicted with Fascination or Charm

Pied Piper (Req. Bard and Knowledge: Nature 30+) [CL +10/V +8]

Spell Mana cost is no longer doubled and Mana Pool maximum is increased by 25%

Can Perform to issue simple commands to weak NPCs

Can imbue Instruments with a Spell

Spellsinger (Req. Bard and Knowledge: Arcane 30+) [CL +10/V +8]

Spell Mana cost is no longer doubled, and can choose to change to Arcane Spellcasting (CHA),

remain having Nature Spellcasting (CHA), or have both

Can Perform to either inflict a random Positive effect on all nearby allies,

or inflict a random negative effect on all nearby enemies

Can Perform a lengthy chant to double the effectiveness of a Spell

Gospeler (Req. Bard and Knowledge: Religion 30+) [CL +10/V +8]

Spell Mana cost is no longer doubled, and can choose to change to Divine Spellcasting (CHA),

remain having Nature Spellcasting (CHA), or have both

Can Perform to either boost the Attributes of all nearby allies,

or drain the Attributes of all nearby enemies, once every 4 hours

Can Perform a lengthy chant to restore Vitality to nearby allies and Resurrect the recently slain

Pardoner (Req. Divine Spellcasting) [CL +10/V +8]

Can Detect a Target's Karma value

Divine Spells have an increased hit chance and deal increased damage to opposite Karma Targets,

and lowered hit chance and decreased damage against same Karma Targets

Can Perform an Action to smite a Target, dealing damage that scales with the Target's Karma, once every 4 hours

Flagellate (Req. Divine Spellcasting) [ML +10/CL +5/V +10]

Can choose to change to Divine Spellcasting (CON), remain having previous Divine Spellcasting, or have both

Can cast Divine Spells using Vitality instead of Mana

Can Perform an attack Action to inflict Bleed DoT or Sap DoT on a Target

Contemplative (Req. Divine Spellcasting) [CL +10/V +8]

Choose a Domain, Cast Spells from that Domain at halved Mana cost

Create a special ability associated with their Domain. Come up with it yourself!

Create a custom spell that you can only use once every 24 hours. Must be associated with chosen Domain

Polytheist (Req. Divine Spellcasting) [CL +10/V +8]

Choose two to twelve Domains

Can cast Spells from those domains at a reduced Mana cost (two domains = 1/4th reduction, 4 = 1/16th)

Create a custom spell that you can only use once every 24 hours. Must be associated with two or more chosen Domains

Gain additional resistances to all Status Effects

Wind Talker (Req. any Spellcasting and Knowledge: Religion 30+) [ML +5/CL +10/V +10]

Can manifest a temporary Spirit of a recently slain NPC or enemy Target, in order to gather simple information

Deal additional damage to Undead Targets, and are unaffected by the Supernatural abilities of Undead

Can summon a powerful Ghost NPC, once every 72 hours

More Advanced Job Classes

10 Levels each

Craftsman (Req. any Spellcasting and a Craft 30+) [ML +5/CL +5/V +10]

Can identify any Spells imbued into a Consumable, Weapon, or Crafted Object

Can channel a minor transmutation effect to repair Crafted Objects

Can double the effectiveness of one effect imbued into a Consumable, Weapon, or Crafted Object, once every 8 hours

Artificer (Req. Craftsman) [ML +5/CL +10/V +10]

Can imbue Crafted Objects with a Spell and Gold to create a permanent Magic item

Can create Magic items using scrolls for Spells you don't know

Can imbue Crafted Objects with a Spell, but only if you are not engaged in combat

Gain 50% Resistance to any effect imbued on a Weapon

Alchemist (Req. any Spellcasting and Craft (Alchemy) 11+) [CL +10/V +8]

Can create Potions imbued with Spells

Can create alchemical byproducts, such as Acids, Adhesives, Catalysts, and Oils

Can channel Mana when using a Potion on yourself to double its effectiveness

Medicine Man (Req. Shaman or Alchemist, and Medicine 30+) [ML +10/V +16]

Can craft improved healing items and status healing items, such as Potions and Wands

Can create a special healing item that greatly boosts Vitality Regeneration for some time, once every 24 hours

Are aware of attempts to inflict Status Effects and gain additional Resistances to most Status Effects

Master Chef (Req. Shaman or Alchemist, and Cooking 30+) [ML +10/CL +5/V +26]

Can create a special Food Dish that has a custom effect, once every 24 hours. Create custom effect yourself!

Any Food you create receives a series of minor bonuses related to the type of food

Can identify any Spells imbued into a Potion or Food Dish, and gain additional Resistances to most Status Effects

Specialist (Req. any Spellcasting) [CL +10/V +8]

Can choose a Spell School to specialize in, spells from that School can be cast at halved Mana cost

Can cast spells from a School that you are Specialized in at a reduced casting time

All Spells have an increased chance of causing additional effects

Enchanter (Req. Enchantment Specialization OR an ability that inflicts a Mental Status effect) [CL +10/V +8]

Can Perform an Action to inflict a Target with a Mental Status Effect

Can Perform an Action to briefly edit an NPC's combat settings

Are aware of attempts to inflict Mental Status Effects, and are Immune to Mental Status Effects

Golemancer (Req. Transmutation Specialization) [CL +10/V +8]

Can create a Golem Core and use it to create a Golem Construct NPC

These Golems can reach up to 80% of Golemancer's Total Level

They start at Level 15 and require rarer material to Level

Can issue simple commands to Construct NPCs

Can summon a horde of weak Golem Construct NPCs, once every 24 hours

Illusionist (Req. Illusion Specialization) [CL +10/V +8]

Can freely imbue equipment with Illusory Effects

Enemies Target created Illusions as if they were actual Targets

Can Perform an Action to either create an Illusory duplicate of yourself or turn Invisible, once every 8 hours

Warmage (Req. Evocation Specialization) [CL +10/V +10]

Can channel additional Mana into a successful Evocation Spell to increase the duration, damage, effect, or number

of Targets, among other options

Can wear Light or Medium Armor without slowing Supernatural Action Speed

Can cast touch Spells by Performing an attack Action

Scryer (Req. Divination Specialization) [CL +10/V +8]

Can share the results of a Divination Spell with nearby allies

Can reverse the effects of any Divination sensors you Detect, scrying the scryer
Can Perform an Action to remotely view a Target for a time, once every 8 hours

Oracle (Req. Scryer) [CL +10/V +6]

Divination Spells always provide 100% accurate and detailed information
Divination Spells are almost impossible to Misdirect or Reverse
Can Perform a lengthy cast time to inflict a Target with Doom

Death Mage (Req. Evocation or Necromancy Specialization) [CL +10/V +8]

Can Perform a lengthy cast time to inflict instant Death on a Target to no Mana cost, once every 24 hours
Spells that inflict instant Death have a small chance of bypassing normal Resistances
Can emit an Aura that deals damage to nearby enemies, once every 4 hours

Chronomancer (Req. Transmutation Specialization) [CL +10/V +6]

Can Perform an Action to increase or decrease a Targets action speed, once every hour
Can Cast an AoE Stop for a few seconds, once every 24 hours
Are Immune to Stop and Doom

Stonamancer (Req. Transmutation Specialization) [CL +10/V +8]

Can Perform an Action to inflict a Target with Petrification, once every 2 hours
Can Perform an Action to cast an AoE Petrification effect, once every 8 hours
Can absorb Mana from Petrified Targets and are Immune to Petrification

Shapeshifter (Req. Transmutation Specialization) [CL +10/V +10]

Can assume an alternate form. You gain an additional form for every 20 character levels
Gain any Natural abilities of the form, such as Natural Weapons or Fly
Can partially transform into their alternate forms to use that form's abilities in their base form

Negater (Req. Abjuration Specialization) [CL +10/V +8]

Can Perform an Action to Negate a Spell activation or Dispel any magic effects on a Target, once every 4 hours
Negate and Dispel effects are much harder for enemies to Resist
Can Perform an Action that can Reflect most incoming Spells, but requires precise timing

Barrier Mage (Req. Abjuration Specialization) [CL +10/V +8]

Can Perform an Action to create a magic barrier to protect from an Attack or Spell
Magic Barriers created are more durable and you can maintain magic barriers at a reduced Mana cost
Can layer magic barriers with multiple barrier types to exponentially increase effectiveness and efficiency

Somamancer (Req. Enchantment Specialization) [CL +10/V +8]

Can Perform an Action to put a Target to Sleep, once every 2 hours

Can absorb Mana from Sleeping Targets and are Immune to Sleep
Can briefly edit the combat setting of Sleeping NPCs

Necromancer (Req. Undead or Necromancy Specialization) [CL +10/V +6]

Can issue complex commands to created Undead NPCs, and simple commands to other Undead NPCs

Can create a weak Undead NPC, once every 8 hours

Can Perform an Action to deal Negative energy damage to a Target, once every 4 hours

Planeswalker (Req. Conjunction Specialization or a Teleportation ability) [CL +10/V +8]

Can passively stall and redirect teleportation directed at your surroundings

Can Banish a summoned NPC, once every 8 hours

Can Perform an Action to forcefully teleport a Target, once every 12 hours

Summoner (Req. Conjunction Specialization or any issue commands ability (w/ any Spellcasting)) [CL +10/V +6]

Choose either Angel, Demon, Elemental, Undead, or Plant NPCs (Tradition must be able to summon them)

Can summon a unique NPC of that type (this NPC's level is 80% of Summoner's Total Level)

When summonable unique NPC dies, it can only respawn after 168 hours

Can emit an Aura that increases the Attributes or Resistances of summoned NPCs

Can issue complex commands to summoned NPCs

Beast Tamer (Req. Nature Spellcasting and Survival 30+) [ML +5/CL +10/V +10]

Can tame and summon up to three (3) wild Beast NPCs

Can train them to modify their combat settings

Their Level can be or reach up to 60% of Beast Tamer's Total Level

Can issue complex commands to tamed Beast NPCs and issue simple commands to other Beast NPCs

Spoken words can be understood by All Beasts, and Are unaffected by the Supernatural abilities of Beasts

High Caster (Req. any Specialization) [CL +10/V +6]

Gain an additional Magic Spell for every Character Level (+100 at Level 100)

Cast spells from specialization(s) at a reduced casting time

Mana Regenerates 25% faster, and are Immune to Silence

Incantator (Req. any Spellcasting) [CL +10/V +6]

Can initiate a cooperative spell cast, splitting the Mana cost among all participants

Can Specialize in a spell School, casting Spell from that School at halved Mana cost

Can Perform a lengthy chant to cast Spells at halved Mana cost

Ritualist (Req. any Specialization) [CL +10/V +6]

Can purchase extra spells from known Spellcasting Tradition(s) for 4 Ygg per Spell

Can create a custom spell that is from chosen Spell School. Can only be used once every 24 hours

Can Perform a lengthy ritual to cast a Spell at halved Mana cost

Theurge (Req. two (or more) Spellcasting Traditions using the same Attribute) [CL +10/V +8]

Can use both (all) Spellcasting types that use the same Attribute without dividing Caster Proficiency

Whenever learning a Spell from one type, also learn one from the other(s)

Mana Pool maximum is increased by 25% and Mana Regenerates 25% faster

Blight Mage (Req. any Spellcasting and CON 15+) [CL +10/V +10]

Can Perform an Action to inflict Sap DoT, Poison DoT, or Disease DoT on a Target for no Mana cost, once every 6 hours

Can convert damage from Sap DoT, Poison DoT, or Disease DoT into Vitality

Any DoT effects you inflict on a Target last much longer, and you are Immune to Sap DoT, Poison DoT, and Disease DoT

Healer (Req. any Spellcasting and INT or WIS 13+) [CL +10/V +10]

Can channel Mana to restore Vitality to a Target, efficiency scales with Level

Healing Spells you cast also confer a temporary Regeneration effect that lasts for a short time

Healing Spells you cast also have a chance to remove a harmful Status effect

Somatomancer (Req. Regeneration and CHA 15+) [ML +5/CL +10/V +10]

Can control your limbs remotely

Can launch your limbs at enemies to attack. Launched limbs can use touch abilities

Can Perform an attack Action using a launched limb to deal damage through a Target's black

Blood Mage (Req. any Spellcasting and CON 11+) [CL +10/V +10]

Can cast Spells using Vitality instead of Mana

Can slay a Living enemy with a specialized bloodletting Spell in order to learn an additional Spell

Can Perform an Action to inflict Revulsion, Sap DoT, or Drain on a Target, once every 4 hours

Elemancer (Req. any Spellcasting and any Elemental Resistance) [CL +10/V +8]

Gain +75% Elemental Resistance to an Element of choice

Create a custom Spell related to chosen Element, can only use it once every 24 hours

Spells you cast that deal Elemental damage are twice as likely to cause additional effects

Elemental Savant (Req. an Elemental Resistance at 50%+) [CL +10/V +8]

Can emit an AoE burst of all 50%+ Elemental Energy once every 24 hours

Are Immune to all 50%+ Elemental Energy Types

Cast Spells of all 50%+ Elemental Energy at halved Mana Cost

Radiant Adept (Req. any Spellcasting and any % of Light Resistance) [CL +10/V +8]

Can Purchase radiant Spells from the Yggdrasil Cash Shop
Cast Radiant and Light Energy spells at halved Mana cost
Radiant and Light energy Spells have a small chance to Dispel any magic effects on a Target

Shadow Adept (Req. any Spellcasting and any % of Dark Resistance) [CL +10/V +8]
Can Purchase Shadow Spells from the Yggdrasil Cash Shop
Cast Shadow and Dark Energy spells at halved Mana cost
Shadow and Dark Energy Spells have a small chance to inflict Silence on a Target

Mediator (Req. any Karma ability) [CL +10/V +6]
All Good-Karma and Evil-Karma abilities affect both sides
Can emit an Aura that gives Immunity to Mental Status Effects to Neutral-Karma Targets
Base Elemental Resistance to Light and Dark becomes neutral, 0%
Apply first before any other Elemental Resistance changes

Charmer (Req. CHA 15+, Persuasion 30+, Performance 30+) [ML +10/V +14 OR CL +10/V +8]
Gain a bonus during all non-combat interactions with NPCs
Persuasion attempts on all NPCs have improved success chance
Can Perform an Action to inflict Charm or Fascination on a Target, once every 2 hours

Runesmith (Req. Dwarf and Smithing 30+, Costs 10 Levels) [ML +5/CL +10/V +12]
Have Arcane Spellcasting (WIS)
Can temporarily imbue Crafted Objects with an Arcane Spell
Can identify any Spells imbued into a Consumable, Weapon, or Crafted Object

Evolutions

Hidden Racial Classes that have misc. requirements, such as a Job Class

Humanoid Evolutions:

Ascendant Human (Req. Pure-Blood Human and Level 85+, Costs 5 Levels) [ML +5/V +9 OR CL +5/V +4]

Any Persuasion attempts made on Humanoid NPCs have a high success chance

Choose: Limbs are considered Natural Weapons, and Immune to Poison DoT and Disease DoT (ML)

OR Immune to Mental Status Effects and instant Death (CL)

Werewolf (Req. Half-Blood Human-Beastman or Human-Lycanthrope, Costs 5 Levels) [ML +5/V +6]

During nights, you turn into a Beastman. Possessing Natural Weapons and entering a Rage state, increasing Martial Attributes by +6

Can devour a recently slain Humanoid NPC to restore Vitality and boost Attributes for a short time

+4/2/1 to three highest Attributes the slain Humanoid possessed, doesn't stack

Cambion (Req. Half-Blood Human-Demon, Costs 5 Levels) [ML +5/V +4 OR CL +5/V +3]

Choose: Know how to use Ranged Weaponry (notably Firearms) OR Have Arcane Spellcasting (CON or WIS)

Can Perform an Action to inflict nearby Targets with Confusion or Fascination

Dhampir (Req. Half-Blood Human-Undead, Costs 5 Levels) [CL +5/V +3]

Immune to Mental Status Effects

Can absorb Vitality from a Target using fangs (while Grappling)

Ancient Elf (Req. Pure-Blood Elf and Level 85+, Costs 5 Levels) [CL +5/V +4]

Gain a different ability depending on your Tribal Bloodline

Subterranean Elves can see in Complete Darkness and are Immune to Petrification

Tundra Elves have an additional 50% Cold damage Resistance and Immune to Blind

Forest Elves move and act faster in Forest Environments and are Immune to Disease DoT

Receive a bonus to Mana Regeneration that scales with the number of Spells you know (1% per 6 new spells)

Lone Mountain (Req. Pure-Blood Dwarf and Level 85+, Costs 5 Levels) [ML +5/V +6]

Inventory is expanded, can haggle for better prices with Humanoid and Demi-Humanoid NPC merchants,

and find more valuables when mining

Can see in Dim Lighting and are Immune to Sleep and Petrification

Demi-Humanoid Evolutions:

Savage (Req. Beastman and Shen Fist, Costs 5 Levels) [ML +5/V +8]

Can shift into a unique bestial form and possess secondary Natural Weapons

This form is a chimera of your base form and the animal of your Shen Fist Style

Natural Weapons have a chance of inflicting one Physical Status Effect of choice (ex. Bleed DoT, Poison DoT, Stun, etc.)

Tengu (Req. Birdman and Zephyr, Costs 5 Levels) [ML +5/V +7]

{Tengu are no longer considered Demi-Humanoids, but Heteromorphs}

Ranged attacks are guided by the wind, granting improved accuracy at range, Wisdom is considered 2x higher

Wisdom is considered 3x higher now

Spoken words can be understood by All Creatures, and are Immune to Silence

Sahuagin (Req. Fishman and Rogue, Costs 5 Levels) [ML +5/V +6]

{Sahuagin are no longer considered Demi-Humanoids, but Heteromorphs}

Possess claw-like Natural Weapons that are capable of inflicting Poison DoT

While Underwater you are difficult to Detect, and gain a bonus to Perception passive Detection

Dragonkin (Req. Lizardman and Elementalist, Costs 5 Levels) [ML +5/V +5 OR CL +5/V +4]
{Dragonkin are no longer considered Demi-Humanoids, but Heteromorphs}
Gain a breath Weapon of the Elemental energy chosen through Elementalist, usable once every 4 hours
Gain +50% Resistance to that Element

Cave Goblin (Req. Goblinkin and Hunter, Costs 5 Levels) [ML +5/V +6]
Can see in Complete Darkness, and are much better at Detecting the location of nearby Targets
Are 50% harder to Detect in Dim Lighting or Dark conditions

Ogre (Req. Goblinkin and Knight, Costs 5 Levels) [ML +5/V +11]
Can designate a Target as a Nemesis. If a Nemesis has aggro on a Target other than yourself, you gain the benefits of a barbarian's Rage, increasing Martial Attributes by +6
Are 50% harder to Knock Out or Stagger

Oni (Req. Giant and Windtalker, Costs 5 Levels) [ML +5/V +13]
{Oni are no longer considered Demi-Humanoids, but Heteromorphs}
Faefolk NPCs become a Summoner option, and Spirits now provide complex, detailed information
Gain Additional Resistances to Mental Status Effects, as if Charisma was 2x higher (only applies to Resistance)

Heteromorph and General Evolutions:

Dragonheart (Req. Dragonoid or Dragonkin, and Level 85+, Costs 5 Levels) [ML +5/CL +5/V +7]
Have Arcane Spellcasting (CHA)
Can cast Spells of Bloodline's Elemental energy type at halved Mana cost and breath ability duration is halved

Grand Grappler (Req. Arthropod, Slime or Planterran, and Wrestler, Costs 5 Levels) [ML +5/V +9]
Can Perform other Physical Actions at no penalty while Grappling a Target
It is almost Impossible for a Grappled Target to escape once Grappled

Wild Angel (Req. Angel and Druid, Costs 5 Levels) [CL +5/V +7]
Can use Divine (WIS) and Nature (WIS) Spellcasting without dividing Caster Proficiency
Can issue simple commands to all lower Level NPCs

Seducer (Req. Succubus or Fallen Seraph and Enchantment Specialization, Costs 5 Levels) [CL +5/V +4]
While in alternate form receive a bonus to all non-combat interactions with NPCs,

and at-will can inflict Charm or Fascination to lower Level Targets
Have an increased understanding of Mental Status Effects, Charisma is considered 2x higher
For Succubus Charisma is 3x higher now

Maximus (Req. Demi-Humanoid, Living Heteromorph or Construct, and Level 85+, Costs 5 Levels) [ML +5/V +10]

Strength and Constitution are considered 2x higher, but Dexterity is considered 2x lower
Have additional Resistances to Physical Status Effect, scaling with Constitution

Minimus (Req. Living Heteromorph or Construct, and Level 85+, Costs 5 Levels) [ML +5/V +5 OR CL +5/V +3]

Choose: Dexterity is considered 2x higher OR Intelligence is considered 2x higher
Can slip into small openings, but Strength is considered 2x lower

Secret Advanced (Job or Race) Classes:

Yggdrasil was known as a game that rewarded player creativity and nothing rewarded it better than the countless Secret Advanced Job Classes.

Unlike a normal Class, a SAC is a special Class that can only be obtained through special methods. You may select up to two SACs if you are Level 90+, they Cost 5 Levels each

SACs may have either:

TWO custom abilities

ONE custom ability + TWO pre-existing abilities, except other custom ability choices

Pre-existing abilities can only be from Job Class, Advance Job Class or, for Heteromorphs only, your race's Advance Racial Class abilities.

If a SAC contains an Advance Racial Class ability it has to be a Secret Advanced Race Class, with all the implications.

Cannot pick a different Race's or Evolution pre-existing ability.

Create your own requirements as well!

Furthermore, they can grant either:

[ML +10/V +13], [ML +5/CL +5/V +9], OR [CL +10/V +3]

An example of a SAC:

High Speed Duelist (Req. Arcane Duelist and Ride 30+) [ML +5/CL +5/V +9]

While Riding: Can cast Arcane Spells or attack with Martial Weaponry with no penalty (Custom Ability)

While Riding: are 50% harder to Knock Out or Stagger (Cavalier Pre-existing ability)

While Riding: can attack while moving to deal increased damage and Knock Out Targets
(Cavalier Pre-existing ability)

More Classes by Prof. Anon on page

I suggest calculating and assigning Skill points before picking Prof. Anon's Classes.

Skills

Character Skills

Now that you have your Attributes and Classes
You can understand what your Character is capable of

All Skills have a Maximum Score of 100, and a Minimum Score of 0.
All Skills have a base score derived from your Attributes.
Some Skills require conditions to be fully unlocked, they're Soft Capped at a certain score.
Some Skills also unlock more classes, mainly those within Prof. Anon's DLC.

A Score of 0 represents lacking the Concept.
A Score of 1 represents recognizing the existence of it, but nothing else.
A Score of 5 represents having a white/black Understanding.
A Score of 10 represents the average of a Commoner from the Medieval ages.
A Score of 30 represents having Competence to be Referred to.
A Score of 50 represents being an Expert in the Field.
A Score of 80 represents Mastery.
A Score of 100 represents Incapability of Failing.

You have $[(STR+DEX+CON+INT+WIS+CHA)-60]*8$ Free Skill Points to distribute how you want

For Level 30, that's 120 points.
For Level 80, that's 320 points.
For Level 100, that's 400 points.
For Nephilim, add an additional +128 points.

Don't forget to meet your Class requirements!
DO NOT recalculate your Skills from ability/equipment Attribute bonuses.

If the base score of a skill is less than 10, use [multiplied Attribute-1]
(IE: If $[STR+CON*2-20]/[CON*3-20]$ is 1, use $[CON-1]$ for base score)

Physical Skills:

Skills that rely on the Physical Capabilities of your Character

[Ki Control][$STR+DEX+CON-20$] - Determines Stamina usage efficiency for combat.

[Athletics] [$CON*3-20$] - Determines Stamina usage efficiency for movement and Resistance to Fatigue from Stamina depletion.

[Balance] [CON+DEX*2-20] - Determines movement speed and ability to remain stable while on unstable surfaces, like when Wall Walking.

[Climb] [DEX+STR*2-20] - Determines movement speed, ability to prevent falls and maintain stability while on a vertical surface.

[Jump] [CON+STR*2-20] - Determines how high and far you can jump.

[Tumble] [DEX+CON*2-20] - Determines ability to mitigate Fall Damage and reduce damage from AoE effects.

[Flight] [STR+DEX*2-20] - Determines flight speed, stability and ability to control Wings or Supernatural Flight.

[Soft Cap:50] Unlocked by: 'Have Wings and can fly as easily as running' ability

[Ride] [STR+DEX*2-20] - Determines ability to guide, control, and stay on a mount.

[Soft Cap:50] Unlocked by: 'Can issue simple/complex commands to Beast NPCs' or 'Spoken words can be understood by All Beasts' ability

[Swim] [CON+STR*2-20] - Determines movement speed and precision while submerged underwater or while levitating.

[Soft Cap:50] Unlocked by: 'Can Breathe Underwater indefinitely' ability

[Grapple] [STR*3-20] - Determines success chance when grappling and escape from grapples

[Soft Cap:50] Unlocked by: any Grapple ability

[Thievery] [DEX*3-20] - Determines ability to lockpick and discreetly steal loot.

[Soft Cap:50] Unlocked by: any ability with 'while undetected can access Inventory'

[Stealth] [WIS+DEX*2-20] - Determines ability to conceal presence from a target's [Perception] and conceal small weapons

[Soft Cap:50] Unlocked by: 'Know how to Sneak attack to deal increased damage to Targets who have not Detected them' ability

Mental Skills:

Skills that rely on the Mental Capabilities of your Character

[Mana Control][INT+WIS+CHA-20] - Determines Mana Pool recovery speed

[Investigation] [INT*3-20] - Determines ability to make deductions based on circumstantial evidence.

[Insight] [INT+WIS*2-20] - Determines ability to passively label targets as an Enemy.

[Perception] [WIS*3-20] - Determines range at which you can detect targets.

[Medicine] [CON+WIS*2-20] - Determines Effectiveness of Healing and Regeneration Spells and Consumables.

[Survival] [CON+WIS*2-20] - Determines ability to recognize natural circumstances, such as changes in weather

[Deception] [WIS+CHA*2-20] - Determines ability to avoid being labeled an Enemy by a Target's [Perception]

[Intimidation] [STR+CHA*2-20] - Determines ability to inflict fear through Physical Actions

[Leadership] [CHA*3-20] - Determines effectiveness of Auras or Abilities that provide benefits to nearby allies

[Persuasion] [INT+CHA*2-20] - Determines ability to issue simple commands to not-allied NPCs

[Craft][CON+INT*2-20][Soft Cap: 10+CON][Unlocked: (CON/5)+1]

Determines ability to create Objects using a particular technique:

[Alchemy], [Artifice], [Basketweaving], [Calligraphy], [Clothweaving], [Construction], [Cooking], [Glassblowing], [Jewelry],

[Leather], [Mechanisms], [Papermaking], [Painting], [Pottery], [Sculpting], [Shipmaking], [Smithing]

Each [Craft] is a separate Skill

[Knowledge][WIS+INT*2-20][Soft Cap: 10+INT][Unlocked: (INT/5)+1]

Determines amount of information depicted on in-game tooltips:

[Arcana], [Dungeoneering], [Engineering], [Geography], [History], [Local], [Monster Lore], [Nature], [Nobility], [Religion]

Each [Knowledge] is a separate Skills

[Profession][CHA+WIS*2-20][Soft Cap: 10+WIS][Unlocked: (WIS/5)+1]

Determines ability to Perform the functions of a Profession, and gives better prices or deals:

[Architect], [Baker], [Barrister], [Brewer], [Butcher], [Clerk], [Cook], [Courtesan], [Driver], [Civil Engineer], [Farmer],

[Fisherman], [Gambler], [Gardener], [Herbalist], [Innkeeper], [Librarian], [Merchant], [Midwife], [Miller], [Miner], [Porter],

[Sailor], [Scribe], [Shepherd], [Stable Master], [Soldier], [Tanner], [Trapper], [Woodcutter]

Each [Profession] is a separate Skill

[Performance] - [INT+CHA*2-20][Soft Cap: 10+CHA][Unlocked: (CHA/5)+1]

Determines effectiveness of Perform actions with:

[Acting], [Comedy], [Dance], [Oratory], [Singing], [Keyboard Instr.], [Percussion Instr.], [String Instr.], [Wind Instr.]

Each [Performance] is a separate Skill

[Spellcraft] [INT*3-20] - Determines ability in learning new Arcane Spells

[Soft Cap: 5] Unlocked by: 'Have Arcane Spellcasting (INT)' ability

Final Calculations

Once you are done with Classes, find your total Martial Level, Caster Level and Vitality
These are Listed alongside each Class

Martial Level and Caster Level written with "_limit" indicate a max value of 100 in calculations
"Considered 2x higher/lower" don't contribute to calculations

Vitality

[V]

Using Vitality for Casting instead of Mana is 1:1

Stamina

$[(3/5) * ML + CON]$

Undead have limitless Stamina

Mana Pool

$[CL + \text{Attribute(s)}]$ OR $[ML + \text{Attribute(s)}]^*$

Attribute(s): Add up all Attributes used for Spellcasting

*Can only use this calculation as an alternative if you have CON casting

Martial Proficiency(-ies)

$[ML]$ OR $[ML_limit + \text{Attributes}/2 - 10]$, whichever is highest

Attributes for:

Martial Weaponry and Unarmed Strikes: STR + DEX

Natural Weapons: STR + WIS

Ranged Weaponry: DEX + WIS

Physical Action Commands

$[ML_limit/2]$ OR $[0]$

Can only have Physical Action Commands by having a Martial Proficiency

Physical Resistance

$[(X/5) * ML_limit + 3 * \text{Total Level}/10]$

X - +1 Know how to use Martial Weaponry

+1 Know how to use Ranged Weaponry

+1 Lethal Unarmed Stikes or possess Natural Weapons

+1 Notable at Greatshields

+1 Warden or Sentinel Class

Caster Proficiency(-ies)

$[CL/X]$ OR $[(CL_limit)/X + \text{Attribute(s)}/Y - 10]$, whichever is highest

Attribute(s): Add up Attributes of the same Spellcasting Tradition (ex. Nature(CON) and Nature(WIS): CON + WIS)

X - Number of known Spellcasting Traditions

Y - Number of Attributes used for Spellcasting

Treat X as 1 if Theurge or Wild Angel and Y = 1

Caster Spell List

$[3 * CL_limit]$ OR $[0]$

Can only have a Caster Spells by having a Casting Proficiency

Supernatural Resistance:

$[(X/5) * CL_limit + 3 * Total\ Level/10]$

X - +1 Have Arcane Spellcasting

+1 Have Divine Spellcasting

+1 Have Nature Spellcasting

+1 Specialized in Abjuration

+1 Negater or Barrier Mage Class

All Stats possible:

Vitality

Stamina

Mana Pool

Martial Proficiency (Martial Weaponry)

Martial Proficiency (Ranged Weaponry)

Martial Proficiency (Natural Weapons)

Martial Proficiency (Unarmed Strikes)

Physical Action Commands

Physical Resistance

Caster Proficiency (Arcane)

Caster Proficiency (Divine)

Caster Proficiency (Nature)

Caster Spell List

Supernatural Resistance

Every build is capable of Unarmed Strikes, but only non-lethal (causes Knocked Out Status Effect when Vitality reaches 0).

Having an Attribute 20+, Caster Proficiency 70+ and Mana Pool 25+ you're capable of casting one 10th tier spell.

(You'd also require a Caster Spell List size of 190+ to unlock a 10th tier spell or a Tome of Spellcraft)

Martial/Caster Proficiency has diminishing returns after a score of 100. Only damage/healing increases; no increases in duration, range, chance to inflict, etc.

Regen Speed is determined by Ki Control and Mana Control, plus any bonuses from abilities or equipment.

Stamina Regenerates naturally way faster than Mana and has way shorter delay before starting to recharge, so much so that it's expected Casters having no Mana Regen when starting combat.

Vitality Regeneration is dependent on Constitution Attribute score

Anyone with Arcane(INT) can learn new Arcane spells through Spellcraft, for Free Learning took many in-game hours, however. It was an incredibly boring minigame

Can Recalculate Stamina, Mana Pool, Martial and Caster Proficiency with Equipment Bonuses. Don't recalculate Physical Action Commands Size, Physical Resistance, Caster Spellbook Size and Supernatural Resistance with Equipment Bonuses.

Cash Shop

The Yggdrasil Cash Shop

Despite advertising player choice and freedom, Yggdrasil was still plagued by the corporate greed that dominated the mid-2100s

You have up to 1000 Yggdrasil E-currency to spend

This currency is used throughout the cash shop

If you picked Golem Race, you already spent 100 Ygg

If you picked Automaton, Radiant or Shadow Adept, you might want to save some for later

Some pre-made Amenities:

Self-Sustaining Clothing (Cost 30 Ygg)

An outfit of your choice

Dirt, sweat, and waste is cleared

Small rips and tears are mended

Strike a pose and they come flying off!

Lighter (Cost 30 Ygg)

It's a lighter. It lights fires.

Refrigerator (Cost 30 Ygg)

It's a refrigerator. It's a box that chills.

Oven (Cost 30 Ygg)

It's an oven. It's a box that heats.

Water Heater (Costs 50 Ygg)

Creates hot water for bathing. Gives off a low hum, pretty cozy.

Don't drink the water. Don't try to sell it, either.

Bag of holding (Costs 70 Ygg)

It's a bag. It holds things.

Maximum 250 Lbs and 50 ft³. Weighs 15 lbs fully-loaded

Instant Messenger (Costs 70 Ygg)

Send a verbal (25-word or less) message to someone you know

They can respond with a verbal (25 words or less) response

Equipment - The Art of Artifice

In Yggdrasil, Equipment was ranked based on its Capacity for Data Crystals

The rankings were:

Low(+1), Medium(+3), High(+5), Top Class(+7), Legacy(+9), Relic(+11), Legendary(+13),
Divine(+15)

(For the purposes of the CYOA, they have been assigned a linear Data Level)

Each Data Level represents one Spell Tier to be embedded in an object

(IE: Low-rank Equipment will have a permanent Tier 1 Spell imbued)

Every in-game material possessed an inherent Data Level, with rarer materials possessing more
Artificers were able to prime a Crafted Object using In-game Currency

This "unlocked" a Data Level based on the Object's material

They could then imbue a Spell and more currency into the object, creating Equipment

Creating Equipment through Artifice required a sizeable amount of In-game Currency

As such, Data Crystals were the preferred method

Data Crystals were dropped from monsters, bosses, loot chests, etc.

They possessed a random magic effect chosen from Yggdrasil's thousands of spells

Using one allowed non-Artificers to turn Crafted Objects directly into Equipment

As increasing a Crafting Skill cost no Levels, nearly all players had at least one

Objects still had an inherent Data Level, but using a Data Crystal was Free

You just needed to find suitable materials to make an Object

TL;DR Only Artificer Class can permanently imbue spells into weapons and armor

Anyone with a craft Skill can permanently imbue Data Crystals into weapons and armor

Data Crystals are one time Spells in Loot form

Don't feel like Grinding for Equipment? There was always the
Yggdrasil Cash Shop

You are given the opportunity to purchase Crafted Objects and Data Crystals

Crafted Objects (Cost Potential Data Level [Max 15] x 5 Ygg)

Can choose, for example:

Heavy Armor (Req. STR 15+, high damage reduction, low evade)

Medium Armor (Req. STR 13+, medium damage reduction, medium evade)

Light Armor (Req. STR 11+, low damage reduction, high evade)

Garment (highest evade, no supernatural penalty)
 Greatshield (Martial, high damage reduction when in use, slow)
 Shield (Martial, medium damage reduction when in use)
 One-handed Weapon (Martial, medium damage)
 Two-handed Weapon (Martial, high damage, slow)
 Dagger (Martial, low damage, fast)
 Unarmed Gear (Unarmed)
 Natural Gear (Natural)
 Bow/Crossbow (Ranged)
 Throwing Set (Throwing Weapons)
 Gun (Firearm Ranged, Req. Ammo or Mana)
 Heavy Gun (Heavy Firearm Ranged, Req. STR 15+, Ammo or Mana)
 Casting Focus (Wands, Staves, Tombs, Orbs, etc. Caster Things)
 Accessory (Can wear 3) (More accessory slots cost 1001 Ygg EACH)

Examples:

Adamantite Plate Armor (Top Class +7) (Costs 35 Ygg)
 Black Opal Ring (Relic Class +11) (Costs 55 Ygg)
 Kusanagi-no-Tsurugi (Divine Class +15) (Costs 75 Ygg)

These Objects have no Data Crystals, you'll have to buy some!

Data Crystals (Cost Spell Tier x 15 Ygg)

Contains a Spell Effect of your choice

Examples:

[Weapon of Energy (4)] - Weapon is imbued with chosen Energy Type
 [Abundant Ammunition (2)] - Infinite projectiles in inventory
 [Spell Engine (9)] - Mana Regeneration has no delay time
 [Mage Armor (2)] - +20 Physical Resistance
 [Animal's Attribute (3)] - +4 to one Attribute
 [Enlarge Person (2)] - +2 STR, -2 DEX, Strength is considered 2x higher
 [Spell Enhancer (5)] - +10 CL
 [Divine Power (5)] - +20 ML, +6 STR, and +10 Vitality
 [Spell Resistance (6)] - Supernatural Resistance equal to $[CL_limit/5 + 12]$
 [Resist Energy (3)] - +30% Resistance to chosen Energy Type
 [Energy Immunity (8)] - Immune to chosen Energy Type
 [Death Ward (5)] - Immune to instant Death, and getting Vitality absorbed
 [Mind Blank (9)] - Immune to Mental Status Effects and Divination
 [Freedom (10)] - Immune to Paralysis, Petrification, Sleep, Stun, Slow and Stop

For more check Data Crystals section in the end...

Don't like the prices?

There's another way. Why don't you try your luck?

Even if the Servers were announced to be shut down, it didn't prevent the devs putting one last gacha banner

World-Class Gacha, absurdly good rates, but for a game on it's last leg, a way to cash out on whales

To those who rolled even once, receive one Exceedingly Rare Special Item Ticket. This ticket can be exchanged for one 1% item.

Can spend 5 Ygg to roll a D100 once

Random Data Crystal	20% (1-20)
Crate of Crafting Materials	20% (21-40)
Crate of Random Potions	10% (41-50)
Crate of Random Spell Scrolls	10% (51-60)
Illusionary Effect	7% (61-67)
Cosmetic Armor	7% (68-74)
Mirror of Remote Viewing	4% (75-78)
Wand of Resurrection	4% (79-82)
Godly Training Manual	4% (83-86)
Tome of Spellcraft	4% (87-90)
Divine Class Jewelry	3% (91-93)
Divine Class Weapon	2% (94-95)
Divine Class Armor	2% (96-97)
Exchange Box	2% (98-99)
or an Exceedingly Rare Special Item	1% (100)

If you rolled an Exceedingly Rare Special Item, roll a D10

Shooting Star	30% (1-3)
Guild Creation Scroll	20% (4-5)
Accessory Slot	20% (6-7)
Caloric Stone	20% (8-9)
Fallen Leaf of Yggdrasil	10% (10)

Gacha Item Explanations:

Random Data Crystal

Contains a magic Effect of your choice

Roll a D10 to determine the spell tier

Crate of Crafting Materials

Grants a 1 ft3 wooden crate filled with random crafting material

They are low level materials of your chosen field

Due to the occasional high level item crafting requirements and the

annoyance of low Level enemy farming drops, it's decent.

Crate of Random Potions

Grants a 1 ft³ wooden crate filled with random effect potions vials
They range from weak Tier 1 effects to middling Tier 4 effects

Crate of Random Spell Scrolls

Grants a 1 ft³ wooden crate filled with random effect spell scrolls
Allows a spellcaster to cast the contained spell once, at halved mana cost
They range from weak Tier 1 effects to decent Tier 6 effects
If you are not a spellcaster... Sell them?

Illusionary Effect

Allows the user to apply a simple Illusion Effect to any Equipment
This a merely cosmetic and does not count against an equipment's Data Level

Cosmetic Armor

Allows the user to append a cosmetic appearance over their equipped armor
This does not affect the armor's durability, defenses, or Data Level

Mirror of Remote Viewing

An ornate mirror that allows the user to control a simple remote scrying sensor
The mirror will shatter if it encounters a scry trap. Be careful!
It does not see through anti-divination effects

Wand of Resurrection

A wand that allows you to cast the tier 8 spell [Resurrection] 25 times
This spell requires a body, but the condition is not a factor
The absolute minimum size for a "body" is 1 cm³

Godly Training Manual

A semi-useful item that allowed the user to learn one additional physical attack command. +1 to your command list.
Not bound to the user, so non-martials can just sell it.

Tome of Spellcraft

A semi-useful item that allowed the user to learn one additional spell.
Can choose one spell from your tradition. +1 to your spell list.
Not bound to the user, so non-spellcasters can just sell it.

Divine-Class Jewelry

Grants you an Accessory of your choice
It comes imbued with up to 15 Data Levels worth of spell tiers
You don't need to buy a Data Crystal

Divine-Class Weapon

Grants you a Martial, Ranged, or Unarmed Weapon of your choice

Can also choose a Casting Focus

It comes imbued with up to 15 Data Levels worth of spell Tiers

You don't need to buy a Data Crystal

Divine-Class Armor

Can choose Heavy Eitrium Plate, Dragonscale Armor, Niddhide Leather, or an Alfweave Robe

It comes imbued with up to 15 Data Levels worth of Spell Tiers

You don't need to buy a Data Crystal

Exchange Box

An ornate 8 ft³ wooden crate

Any objects placed within the exchange box are converted directly into in-game currency

Can place 2 Gacha items within to get 1 gacha reroll

For the Exceedingly Rare Special Few

Shooting Star

A Ring with 3 faintly glowing gems in the shape of shooting stars

Allows you to use the Super-Tier Spell [Wish (upon a Star)] up to 3 times, at no XP cost.

Each use presents you with 10 random choices as to your Wish...

But for the purposes of this CYOA, choose your Wishes in the Wish section.

Guild Creation Scroll

A System-level scroll that allows you to start a Guild and become its Guildmaster.

Being in a Guild or having additional scrolls can increase your value as a Guild member.

You are considered a +1 active member for every additional scroll.

Depending on Guild's scenario it has different value. For more details check scenarios.

Accessory Slot

Allows you to wear an additional accessory

Accessories equipped on extra Accessory Slots can't exceed +15 Divine-Class.

Due to it being given out in this manner, you can only have a maximum of 2, meaning a maximum of 5 accessories, plus a Guild Ring if you're part of a Guild.

Caloric Stone

Allows you to transmute an Object to Mythical-Class; have a 20 Data Crystal capacity.

Requires Data Crystals to fill. Object has World Protection, but not the user.

Alternatively, can be used on a Golem to unlock a special class or an Automaton to give a special frame.

Both options grant World-Class Immunity, a.k.a. World Protection

Even more so, Summoners can use it on their Unique NPC to make it a permanent summon: giving Immunity to Banish and Allowing the Unique NPC to summon more NPCs.

This however makes slain Unique NPCs cost vast amounts of in-game currency.
NPC has World Protection.

Fallen Leaf of Yggdrasil

Allows you to create a World-Class Item: an Object containing vast power.

Create your WCI as a SAC, without being limited by Racial and Evolution Classes for pre-existing abilities.

The only limitation is abilities can only be in effect if the Item is equipped or being used in some capacity.

Pre-existing abilities can't take 'create a custom spell/special ability' abilities.

It also has a 20 Data Crystal capacity.

SAC-like abilities and Crystals don't have to be thematically cohesive. Don't require Data Crystals to fill.

Having a WCI in possession grants the user World Protection.

Alternatively, make a 40 Data Crystal stat stick.

Reminder, you can pick one Exceedingly Rare item for FREE if you rolled even once.

NEW Gacha Rolls: <https://repl.it/repls/FussyBogusSemicolon>

Data Crystals

Data Crystals

Spells in crystallized form

Depending on Crafted Object you can fit a certain amount of Data Levels

For example a Divine-Class has 15 Data Levels, it can fit any combination of 15 Levels worth of Data.

Data Level is displayed near the Data Crystal's name.

You can only gain the benefits of a Data Crystal once. Having 2+ of the same doesn't give additive benefits.

Lesser/Greater Data Crystals count as the same. (IE: [Mage Armor] and [Greater Mage Armor] are considered the same)

Those marked with an asterisk* can stack, but only if the benefits are different, and subsequent Data Crystals cost 1 Data Level less.

(IE: [Resist Energy] can be take twice for +30% Heat and Cold, but not for +60% Heat)

General Weapon Data Crystals:

[Bestow Weapon Proficiency (3)] - +5 Proficiency to Weapon Type when wielding

[Magic Weapon (2)] - Weapon is considered as a Magic Weapon

[Greater Magic Weapon (5)] - +5 Proficiency to Weapon Type when wielding, and Weapon is considered as Magic Weapon

[Spellsword (5)] - Can cast Spells while simultaneously wielding, Weapon is considered as a Casting Focus.

*[Weapon of Energy (4)] - Weapon is imbued with chosen Energy Type

*[Diminish Resistance (3)] - Weapons attacks ignore 20% chosen Energy Resistance

*[Energy Vulnerability (4)] - Weapons attacks ignore 50% chosen Energy Resistance

[Align Weapon (3)] - Weapon can bypass a percentage of Physical Resistance of the opposite Karma

*[Strike (2)] - Bypass chosen race's Critical Immunity

*[Heart of the Metal (4)] - Choose: Bypass 20 Physical Resistance OR Bypass one chosen race's Physical Resistance

[Dimensional Blade (7)] - Bypass all Armor defenses (not Physical Resistance)

[Brilliant Blade (9)] - Bypass Physical Resistance. Undead and Constructs are Immune to any damage the weapon deals.

[Fell the Greatest Foe (5)] - Deal extra damage the targets for every 'Strength is considered 2x higher' ability they possess.

[Cauterizing Weapon (4)] - Targets when damaged stop Regenerating Vitality over time from healing sources,
and their Constitution is considered
2x lower for the entire combat encounter.

[Dolorous Blow (4)] - Doubles Critical Hit rate and increases Critical Hit damage

[Lesser Spellcrash (5)] - Target loses 3 Mana per hit
[Spellcrash (7)] - Target loses 6 Mana per hit
[Greater Spellcrash (9)] - Target loses 12 Mana per hit

[Contagion (5)] - Weapon can cause Disease DoT
[Vanishing Weapon (6)] - Summoned Creatures get Banished when struck with weapon
[Healing Leak (4)] - Target struck heals -50% from the next spell or potion
[Quieting Weapons (5)] - Weapon (and projectiles) don't make any Sound
[Disintegrate (7)] - Disintegrates killed targets, they can't be resurrected by low tier spells

[Returning Weapon (3)] - Weapon cannot be stolen, forcefully unequipped and is not lost upon death.

Can Perform an action to
return this weapon back into Primary Weapon slot after throwing it.

Martial Weaponry Data Crystals:

[Weapon Shift (3)] - Melee weapon can transform into a different melee weapon, ex. Greathammer to Dagger.

[Mighty Wallop (2)] - Weapon has increased Knock Out and Stagger chance, as if Strength is considered 2x higher

(only for Knock Out and Stagger)

[Greater Mighty Wallop (4)] - Weapon has increased Knock Out and Stagger chance, as if Strength is considered 4x higher

(only for Knock Out and Stagger)

[Ghost Touch Weapon (4)] - Can deal damage to ethereal Creatures

[Spikes (4)] - Deals extra damage and Doubles Critical Hit rate

Range Weaponry Data Crystals:

[Alchemical Tinkering (3)] - Ranged weapon can transform into a different range weapon, ex. Bow to Firearm.

[Ghostly Reload (2)] - Halve reload time

[Abundant Ammunition (2)] - Infinite projectiles in Inventory

[Aspect of the Falcon (2)] - Double Critical Hit rate and increase Critical damage. +1 Ranged Weapon Proficiency, +3 Perception

*[Exacting Shot (3)] - Deal increased Critical Hit damage and ignore 'harder to hit' chances against chosen race.

[Hunter's Mercy (2)] - When target's Vitality is full, always Critical Hit (Immunities still apply)

[Accuracy (2)] - Double the range of ranged weapon

[Sniper's Eye (5)] - Double Critical Hit rate. +10 Perception and can see in Complete Darkness when aiming.

[Gravity Bow (2)] - Projectiles have an increased Knock Out and Stagger chance, as if Strength is considered 2x higher

(only for Knock Out and Stagger)

[Ricochet Shot (3)] - When projectiles hit a target they also ricochet to another target.

Ricochet projectiles lose all magic properties.

[Bloody Arrows (5)] - Projectiles inflict Bleed DoT

[Fire Seeds (7)] - Projectiles can either explode on contact or detonate on command.

Unarmed Strikes/Natural Weapon Data Crystals:

[Blessed Fist (2)] - Know how to use Unarmed Strikes lethally

[Beast Claws (2)] - +5 Natural Weapon Proficiency

[Magic Fang (2)] - Natural Weapons are considered Magic Weapons

[Greater Magic Fang (4)] - +5 Natural Weapon Proficiency. Natural Weapons are considered Magic Weapons.

[Bristle (2)] - Exchange a chosen amount of Physical Resistance for an equivalent amount of bypassing Physical Resistance when using

Unarmed Strikes and/or Natural Weapons

[Razorfangs (3)] - Double Critical Hit rate for Natural Weapons

[Bloody Claws (5)] - Natural Weapons deal Bleed DoT

[Thornskin (4)] - Know how to use Unarmed Strikes lethally. Increase Natural Weapon and unarmed damage.

When Grappled, struck by Natural Weapons, or

Unarmed Strikes: opponent gets moderate damaged from thorns.

Casting Focus Data Crystals:

[Sure Casting (2)] - Bypass 5 Supernatural Resistance

[Spell Flower (2)] - Can continue touch-range spells by continuously channeling Mana

[Whispercast (3)] - Can cast 6th tier or lower spells even when Silenced. Costs more Mana to do so

[Scale Weakening (3)] - Spells ignore Natural Armor

[Quickshift (7)] - Teleport spells are cast faster

[Finding the Center (9)] - Don't need to Concentrate on spells. Being Staggered doesn't end spells

[Replicate Casting (10)] - Can cast any 9th tier or lower spell you have witnessed another cast in the past few seconds

Still requires a Casting Proficiency

[Dimensional Anchor (5)] - Any "Ray"-type spells cast at a target can also disable them from Teleporting, or becoming Ethereal.

[Antimagic Ray (8)] - Any "Ray"-type spells cast at a target can also Silence and Dispel. Doesn't affect equipment.

[Artificer's Curse (8)] - Any "Ray"-type spells cast at a target can also suppress enchantments on equipment.

[Mage's Disjunction (10)] - Any "Ray"-type spells cast at a target can also Silence and Dispel, Any "Ray"-type spells cast on the Environment can also Dispel AoE magic Has a small chance of removing Data Crystals from target's equipment and Dispel [Antimagic Field]

[Triadspell (6)] - Choose a 4th tier or lower spell. When you cast the chosen spell you can cast it 2 additional times for no Mana

cost, any other spell cast in between ends the effect.

[Lesser Spell Matrix (6)] - Can activate a chosen 4th tier or lower spell with no delay.

Can create a trigger condition for activation.

Inflict 3 points of Vitality damage to yourself before activation.

[Spell Matrix (8)] - Can activate a chosen 4th tier or lower array of 2 different spells with no delay.

Can create a trigger condition for activation.

Inflict 6 points of Vitality damage to yourself before activation.

[Greater Spell Matrix (10)] - Can activate a chosen 4th tier or lower array of 3 different spells with no delay.

Can create a trigger condition for activation.

Inflict 12 points of Vitality damage to yourself before activation.

[Siphon (4)] - Generate Mana from damaging targets

[Spellsteal (6)] - Steal Mana from damaging targets. Generate Mana from damaging targets if they don't possess a Mana Pool

[Spell Engine (9)] - Mana Regeneration has no delay time

Armor/Shield Only Data Crystals:

[Punishing Armor (2)] - 50% of melee damage taken is dealt back to opponent

[Diamondsteel (4)] - Armor/Shield has 50% more defense

[Magic Vestment (4)] - 1 Physical Resistance per Data Capacity (IE: 15 Phys. Resistance for Divine-Class; 20 for Mythical/World-Class)

[Starmantle (7)] - All non-magic weapons and projectiles are destroyed on contact with your armor/shield

Shield Only Data Crystals:

[Shieldbearer (2)] - Can wear Shield with no penalty to Supernatural action speed

*[Energized Shield (4)] - Gain +10% Resistance to chosen Energy Type and shield bashing deals that Energy Type damage

[Water Shield (5)] - +50% Resistance to Heat and Acid. Shield bashing deals Acid damage.

[Ward Shield (5)] - Supernatural Resistance equal to $[CL_limit/5 + 10]$

Armor/Garment Only Data Crystals:

*[Instant Armor (3)] - Armor can become any other chosen armor class

[Effortless Armor (3)] - Can wear Armor with no penalty to movement speed.

[Mage Armor (2)] - 20 Physical Resistance

[Greater Mage Armor (4)] - 30 Physical Resistance

[Dampen Magic (5)] - 15 Supernatural Resistance

[Shadow Phase (5)] - Physical attacks have 50% miss chance, Supernatural attacks have 20% miss chance

[Ironguard (8)] - Immune to metal Weapon Physical damage.

Can pass through metal barriers, and ignore metal armor when attacking Unarmed or with Natural Weapons

[Ectoplasmic Armor (2)] - Ethereal creatures can't ignore your defense

[Iron Silence (3)] - Armor doesn't make Sound

Attribute/Skill Bonus Data Crystals:

[Bull's Strength (3)] - +4 STR

[Cat's Grace (3)] - +4 DEX

[Bear's Endurance (3)] - +4 CON

[Fox's Cunning (3)] - +4 INT

[Owl's Wisdom (3)] - +4 WIS

[Eagle's Splendor (3)] - +4 CHA

[Animalistic Power (3)] - +2 STR, +2 DEX, +2 CON

[Chasing Perfection (7)] - +4 STR, +4 DEX, +4 CON, +4 INT, +4 WIS, +4 CHA

[Nixie's Grace (7)] - +6 DEX, +2 WIS, +8 CHA. 5 Physical Resistance. Can breathe Underwater indefinitely. Can see in Dim Lighting.

[Strength of Stone (3)] - +8 STR when in contact with the ground.

[Mighty Strength (5)] - +8 STR

[Divine Agility (6)] - +10 DEX

[Reduce Person (2)] - -2 STR, +2 DEX. Can slip into small openings, but Strength is considered 2x lower

[Enlarge Person (2)] - +2 STR, -2 DEX. Strength is considered 2x higher

[Righteous Might (6)] - +8 STR, +4 CON. Strength is considered 2x higher

[Giant Size (8)] - Can become up to 3 size categories bigger, Strength is considered 2x/3x/4x higher

[Regenerate (8)] - Can rapidly Regenerate lost limbs, as such Constitution is considered 2x higher

[Surefoot (2)] - +10 Balance, +10 Climb, +10 Jump, +10 Tumble

[Climb Walls (2)] - +30 Climb

[Jump (2)] - +30 Jump

[Master Cavalier (3)] - +10 Ride or +20 Ride if Summoned Mount

[Swim (3)] - +10 Swim

[Sticky Fingers (2)] - +10 Thievery

[Camouflage (2)] - +10 Stealth

[Blend with Surroundings (2)] - +20 Stealth when motionless

[Penumbral Disguise (4)] - In Dim Lighting or Complete Darkness: gain Deception and Stealth equal to $[CL_limit/5 + 10]$

[Beloved of the Forge (3)] - +10 Survival, +10 to one unlocked Craft Skill

[Heightened Awareness (2)] - +2 Perception, +2 to all unlocked Knowledge Skills

[Acute Senses (3)] - +30 Perception

[Enhanced Diplomacy (1)] - +2 Diplomacy, +2 Intimidate

[Oath of Anonymity (2)] - +10 Deception

[Glibness (4)] - +30 Persuasion

[Spell Enhancer (5)] - +10 CL

[Divine Power (5)] - +20 ML, +6 STR, and +10 Vitality

[Skill increases from equipment can exceed soft cap, but not the 100 limit.]

[Attribute increases from equipment can affect final calculations, but not Skill calculations]

Resistance Data Crystals:

*[Lesser Spell Immunity (3)] - Immune to chosen 3rd tier or lower spell

*[Spell Immunity (5)] - Immune to chosen 5th tier or lower spell
*[Greater Spell Immunity (9)] - Immune to chosen 9th tier or lower spell

[Lesser Globe of Invulnerability (5)] - Immune to all 4th tier or lower spells
[Globe of Invulnerability (7)] - Immune to all 5th tier or lower spells

[Spell Absorption (6)] - Countering/dispelling 3rd tier or lower spells cost no Mana
[Greater Spell Absorption (9)] - Countering/dispelling 6th tier or lower spells cost no Mana

[Effulgent Eupuration (10)] - Can negate spells up to 20 times. Use Mana to recharge

[Phantom Blood (2)] - Vitality doesn't drop below 1 from self-inflicted damage
[Indomitability (6)] - When Vitality reaches 0, get healed by 1 Vitality. Effect activates once per combat encounter

*[Resist Energy (3)] - +30% Resistance to chosen Energy
*[Energy Immunity (8)] - Immune to chosen Energy
[Antifire Sphere (6)] - Immune to Heat
[Anticold Sphere (6)] - Immune to Cold

[Protection from Arrows (3)] - 10 Physical Resistance but only for Ranged attacks.
[Reverse Arrows (4)] - 10 Physical Resistance but only for Ranged attacks.
If you take no damage from a Ranged attack, the potential damage gets inflicted to your opponent

[Stoneskin (5)] - 10 Physical Resistance
[Blessing Bahamut (4)] - 10 Supernatural Resistance
[Spell Resistance (6)] - Supernatural Resistance equal to $[CL_limit/5 + 12]$

[Blurred Movement (2)] - Are 20% harder to hit when moving
[Blur (3)] - Are 20% harder to hit
[Displacement (4)] - Are 50% harder to hit
[Death from Below (4)] - Are +20% harder to hit for every 'Strength is considered 2x lower' ability
and against opponents for every 'Strength is considered 2x higher' ability they possess

[Entropic Shield (2)] - Are 20% harder to hit with Ranged attacks or "Ray"-type spells
[Ray Deflection (5)] - Are 100% harder to hit with "Ray"-type spells
[Fickle Winds (6)] - Are 100% harder to hit with Ranged attacks
[Deflection (8)] - When an opponent's attack misses, the potential damage gets inflicted to your opponent

[Ironskin (3)] - Possess Natural Armor as strong as Heavy armor

[Antimagic Field (9)] - Are unaffected by the Supernatural. Can't use spells or Supernatural actions

when active

All other Data Crystals don't work

activate/deactivate

Can Perform a lengthy action to

Immunity Data Crystals:

[Endure Elements (2)] - Immune to temperature inflicted Status Effects.

[Medusa's Bane (5)] - Immune to all gaze Status Effects.

[Instant Clot (2)] - Immune to Bleed DoT

[Dawn (2)] - Immune to Sleep, and Knock Out

[Lionheart (2)] - Immune to Panic, Fear, and Despair

[Heart's Ease (4)] - Immune to Insanity, Confusion, Panic, Fear, and Despair

[Undulant Innards (4)] - Immune to Critical Hits

[Nondetection (4)] - Immune to targeted Divination

*[Stalwart Resolve (3)] - Immune to chosen Attribute damage.

[Persistent Vigor (5)] - Immune to Bleed DoT, Revulsion. Limbs slowly Regenerate.

[Sheltered Vitality (5)] - Immune to Exhaustion, Fatigue and Attribute damage.

[Favor of the Martyr (5)] - Immune to Exhaustion, Fatigue, Charm, Fascination, Revulsion, Stun, Knock Out, and Stagger.

[Absorb Toxicity (6)] - Immune to Disease DoT and Poison DoT

[Bloodstone Mirror (8)] - Immune to Mental Status effects. Redirect Mental Status effects back.

[Mind Blank (9)] - Immune to Mental Status effects, and Divination

[Empyrean Ecstasy (7)] - Immune to Mental Status effects. Receive half damage from Physical attacks.

Are Silenced, cannot cast spells.

[Sublime Revelry (10)] - Immune to Mental Status effects. Receive half damage from Physical attacks.

[Freedom of movement (5)] - Immune to Paralysis, Stun, Slow

[Freedom (10)] - Immune to Paralysis, Stun, Slow, Stop, Petrification, and Sleep

[Death Ward (5)] - Immune to instant Death, Doom, and absorb Vitality.

[Life's Grace (6)] - Immune to instant Death, Doom, and absorb Vitality.

Are unaffected by the Supernatural

abilities of Undead.

[Undeath's Eternal Foe (10)] - Immune to instant Death, Doom, and absorb Vitality.

Are unaffected by all Racial abilities

of Undead

[Veil of Undeath (9)] - Immune to Mental Status Effects, Critical Hits, Paralysis, Stun, Disease DoT, instant Death, Doom,

Fatigue, Exhaustion.

Knock Out, Attribute damage, absorb Vitality,

Positive Energy.

Are healed by Negative Energy, damaged by

You are not considered Undead from this spell.

Utility Data Crystals:

*[Recharge Innate Magic (2)] - Halve one chosen ability's recharge time.

[Haste (4)] - Increase Physical Action speed, Dexterity is considered 2x higher.

[Subdue Aura (5)] - Misdirect Vitality, Stamina and Mana Pool to look smaller.

[Detect Magic (1)] - Are aware of the precise location of nearby active magic effects and spell activation when motionless

[Identify (2)] - Are aware of the precise location of nearby active magic effects and spell activation when motionless

+10 Spellcraft

[Arcane Sight (4)] - Are aware of the precise location of nearby active magic effects and spell activation

[Detect Poison (1)] - Can Detect whether Creature, Object or Environment can inflict Poison DoT

[Detect Scrying (5)] - Can Detect Divination spells aimed near you

When CL is higher than Casters: get their visual appearance, direction and distance from you.

[Hunter's Eye (3)] - Can see the Invisible and Ethereal. +20 Perception

[True Seeing (8)] - Can see the Invisible and Ethereal, Can see through the effects of Illusions, Transmutations and

alternate forms.

[Foresight (10)] - Can Identify Physical and Supernatural actions

[Keen Senses (2)] - Can see in Dim Lighting. +2 Perception

[Darkvision (3)] - Can see in Complete Darkness

[Bloodhound (3)] - Can Detect targets by Scent. +8 Perception +4 Survival

[Blindsight (4)] - Can Detect targets by Sound.

[Tremorsense (4)] - Can Detect targets that are in contact with the ground.

[Alter Self (3)] - Can assume an alternate form from your racial group (Humanoid, Demi-Humanoid, Heteromorph)

[Polymorph (5)] - Can assume an alternate form
[Shapechange (10)] - Can assume any alternate form at-will, +10 Deception

[Message (1)] - Can convey words to allies "telepathically"
[Speak to Allies (3)] - Can convey thoughts to allies "telepathically"
[Sending (5)] - Can convey words to allies "telepathically" at no distance limitations

[Invisibility (3)] - Can become Invisible. Invisibility ends when attacking or casting spells
[Greater Invisibility (5)] - Can become Invisible.
[Superior Invisibility (10)] - Can become Invisible. Can't be detected by Scent and Sound.
Are Silenced, cannot cast spells
while Invisible.

[Mending (1)] - Item doesn't naturally degrade. It slowly gets fixed outside combat.
[Make Whole (3)] - Item is Immune to degradation.

[Bouncy Body (2)] - Take halved fall damage. Jump twice as high. +2 Thievery
[Feather Fall (2)] - Take no fall damage

[Ant Haul (2)] - Triple Carry Weight Limit, as if Strength was considered 3x higher (only applies to Carry Weight Limit)

[Arcane Pocket (2)] - Inventory is expanded. +1 Thievery

[Hoard Gullet (2)] - Possess a small, separate Inventory that cannot be Stolen
from

[Aura of Ownership (4)] - Inventory items are twice as difficult to steal

Means of Travel Data Crystals:

[Quick March (3)] - Increase movement speed outside combat
[Burrow (3)] - Can burrow through the ground as easily as running.
[Spider Climb (3)] - Can walk or run normally on walls and ceilings
[Water Walk (4)] - Can walk on any liquid surface
[Sky Swim (4)] - Can swim in the air
[Water Breathing (4)] - Can breathe Underwater indefinitely

[Transformation of the Deeps (6)] - Can see in Complete Darkness. Can breathe Underwater indefinitely.

Immune to temperature and
pressure in extreme depths of water.

[Master Air (3)] - Possess wings, can't attack or use spells while flying
[Fly (4)] - Can Supernaturally fly
[Adamantite Wings (8)] - Possess wings which are also Natural Weapons
[Stormrage (9)] - Can Supernaturally fly

While flying: Are 100% harder to hit with Ranged attacks and you're unaffected by Supernatural wind

[Teleport (6)] - Can quick-travel to predefined locations while outside combat
[Greater Teleport (8)] - Can quick-travel to any non-hostile location while outside combat
[Dimension Door (7)] - Can teleport short distances

[Levitate (3)] - Can make gravity not apply to you, Can move vertically by yourself
[False Gravity (5)] - Can switch your gravitational pull at-will
[Ethereal Jaunt (8)] - Can assume an Ethereal alternate form

Other Data Crystals:

[Aspect of the Wolf (6)] - +4 STR, +4 DEX. Can Detect targets by Smell
[Blessing of the Salamander (6)] - +20% Heat Resistance. Can rapidly regrow lost limbs, Constitution is considered 2x higher

[Lesser Visage of the Deity (4)] - +4 CHA. 10 Physical Resistance.
Good-Karma: +10% Resistance to Cold, Acid and Electricity
Evil-Karma: +10% Resistance to Heat and Cold

[Visage of the Deity (7)] - +4 CHA. Can see in Complete Darkness. 20 Supernatural Resistance, 10 Physical Resistance.

Good-Karma: +20% Resistance to Cold, Acid and Electricity
Evil-Karma: +20% Resistance to Heat and Cold

[Greater Visage of the Deity (10)] - Can see in Complete Darkness. 25 Supernatural Resistance, 10 Physical Resistance.

Possess Natural Armor as strong as Light Armor.

Good-Karma: +4 STR, +2 DEX, +4 CON, +2 INT, +4 WIS, +4 CHA.
+20% Resistance to

Cold, Acid and Electricity. Immune to Disease DoT

Evil-Karma: +4 STR, +4 DEX, +2 CON, +4 INT, +2 CHA. +5 Natural

Weapon Proficiency

+20% Resistance to

Heat, Cold and Electricity. Immune to Poison DoT.

[Greater Angelic Aspect (9)] - Immune to Cold and Acid. +10% Resistance to Heat and Electricity.

10 Physical Resistance. Can see in Complete Darkness.

Immune to 4th tier or lower spells.

[Tenser's Transformation (7)] - +4 STR, +4 DEX, +4 CON. Know how to use Martial Weapons.

Possess Natural Armor as strong as Medium armor. Are Silenced, cannot cast spells.

[Draconic Might (6)] - +5 STR, +5 CON, +5 CHA. Immune to Sleep and Paralysis. Possess Natural Armor as strong as Medium Armor.

[Particulate Form (8)] - Can rapidly Regenerate lost limbs, as such Constitution is considered 2x higher

Immune to Bleed DoT, and Critical Hits.

[Blinding Beauty (5)] - Targets who share a gaze can be afflicted with Blind

[Unearthly Beauty (9)] - Targets who share a gaze can be afflicted with instant Death

[Transcend Mortality (10)] - +50% Resistance to Heat, Cold, Acid, Electricity and Sonic.

Immune to Attribute damage, Disease DoT, absorb

Vitality, Poison DoT and instant Death.

30 Physical Resistance, Supernatural Resistance of [CL_limit/5].

Instantly die and disintegrate when [Transcend Mortality] is dispelled, suppressed or unequipped.

Feat Data Crystals:

(Requirements need to be met from base Attributes and Race/Job Classes)

[Arcane Concordance (Enlarge Spell) (4)] - Can double Arcane spell range.

[Arcane Concordance (Extend Spell) (4)] - Can double Arcane spell duration.

[Arcane Concordance (Silent Spell) (4)] - Can cast Arcane spells even when Silenced.

[Arcane Concordance (Still Spell) (4)] - Can cast Arcane spells with no movement penalty.

[Tactical Adaptation (Two-Weapon Fighting) (4)] - Can dual-wield. Req. 15 DEX

[Tactical Adaptation (Armor Proficiency) (4)] - Bypass armor STR requirements

[Tactical Adaptation (Befuddling Strike) (4)] - Unarmed strikes can Confuse targets. Req. Lethal Unarmed Strikes

[Tactical Adaptation (Bleeding Attack) (4)] - Unarmed strikes can Bleed DoT targets. Req. Lethal Unarmed Strikes

[Tactical Adaptation (X) (4)] - Find more at:

<https://www.d20pfsrd.com/feats/combat-feats>

Combo Data Crystals:

[Unicorn Horn (4)] - Possess a horn Natural Weapon, that is considered as a Magic Weapon

[Unicorn Blood (6)] - Immunity to Poison DoT and Charm

[Unicorn Heart (8)] - +4 STR, +4 DEX, +4 CON. Teleportation spells have halved Mana cost

(Unicorn Horn + Unicorn Blood: Emit an Aura that increases max Vitality by +20 for all allies)

(Unicorn Horn + Unicorn Heart: Extra damage from horn Natural Weapon)

(Unicorn Blood + Unicorn Heart: Emit an Aura that prevents opposite Karma Summons from targetting you)

(Having 2 on the same equipment costs 1 Data Level less in total)

(Having all 3 on the same equipment costs 15 in total)

[Heart of Air (3)] - Maximum flying speed is increased, +10 Jump

[Heart of Water (4)] - Can breathe Underwater indefinitely, and Can slip into small openings

[Heart of Earth (5)] - Increase max Vitality by +30

[Heart of Fire (6)] - +20% Heat Resistance. Maximum movement speed is increased

(Having 2 on the same equipment gives 25% chance to ignore Critical Hits and costs 1 Data Level less in total)

(Having 3 on the same equipment gives 50% chance to ignore Critical Hits and costs 2 Data Levels less in total)

(Having all 4 on the same equipment gives Immunity to Critical Hits and costs 15 in total)

[Primal Hunter (3)] - +5 Climb, +5 Jump, +5 Swim

[Primal Instinct (4)] - +5 Survival, +5 to any Knowledge Skill and +5 DEX at the beginning of combat

[Primal Senses (5)] - Can Detect targets by Sound and see in Dim Lighting. +5 Insight, +5 Perception

[Primal Speed (7)] - Maximum movement speed is increased

(Having 2 on the same equipment makes Movement speed scale with unused Carry Weight Limit and costs 1 Data Level less in total)

(Having 3 on the same equipment makes Movement speed scale with unused Carry Weight Limit and costs 3 Data Levels less in total)

(Having all 4 on the same equipment makes Movement speed scale double with unused Carry Weight Limit and costs 15 in total)

[Other combos] - Any Data Crystals that have an asterisk* before it can be picked multiple times, but require different effects to be

chosen. Every Data Crystal after the first costs 1 Data Level less if equipped on the same equipment.

(Example: [Resist Energy (3)] is taken trice for +30% Heat, +30% Cold, +30% Dark. It would cost $3+2+2=7$ Data Levels)

All of this is interpretations from 3.5/pf spell list, you can search for more by yourself, just add +1 to highest spellcasting level.

Single Player builds don't have to go beyond this.

Guilds

While the Yggdrasil servers still ran,
Players would often "Party up" to Level, compare Builds, and collect Data Crystals together
Sometimes, they would form a Guild

If you have a Guild Creation Scroll or Wished (upon a star) to be a Guildmaster, you can form a Guild! If not, you can ask to join an existing guild.

Decide on your Guild Name, Guild Goal/Purpose and Requirements to join

Choose an Emblem or Color Scheme if you so desire

Guild Base

Guilds start with an Exterior Floor and 1 Extradimensional Floor.

The Exterior Floor can be any structure you desire

A Castle! An Asylum! A Colosseum! A Bakery! 22nd Century Neo-Tokyo! Anything!

The Extradimensional Floors can be almost anything!

The Terrain, Structures, Environment, and Aesthetics are up to you

The Exterior must have an entrance to the Extradimensional Space

Intruders must be able to access the Guild Weapon!

Can spend AoE Data Crystals to permanently enhance a specific area of an Extradimensional floor.

You get 1 more Floor for every 2 additional members

You can have a maximum of 10 Extradimensional Floors (and 1 Exterior Floor)

Guild Weapon

A Guild Weapon is special equipment, that represents a Guild.

If it breaks, the Guild is considered destroyed, all dead NPCs are forever gone.

Would require another Guild Scroll to regain your Guild and start anew.

A Guild Weapon has an inherent ability to Edit Guild NPC Combat settings.

Guild Weapons are Divine-Class; have +15 Data Levels.

It's Primed and ready, it just needs Data Crystals!

Recommended to have at least [Mending (1)] on Guild Weapon, don't want it to naturally get destroyed from neglect!

You can fit +1 Data Crystal (of any Data Level) or quest Accessory on Guild Weapon for every 4 additional members

Your Guild Weapon can go up to +7 Data Crystals or quest Accessories

Guild Jewelry

Guilds start with 5 pieces of Guild Jewelry.
These are Free +11 Relic-Class Equipment, they don't take up an item slot!
These can be given to Guild NPCs.

Decide amongst yourselves what these +11 Data Levels contain!
[Arcane Mark (Tier 1)] is Required, so decide on the other +10!

You get 5 more pieces for every 2 additional members

Guild NPCs

A starting Guild gets 200 Levels to allocate to Unique NPCs.
Decide amongst yourselves!

NPCs each get 1 Crafted Weapon and 1 Crafted Armor
They have a Potential Data Level based on the NPC's Level!
Potential Data Level = $5 + (\text{Level}/10)$, round down.
They just need Data Crystals!

You get +100 more Levels for every 2 additional members
You can have a maximum of 2600 Levels allocated to Unique NPCs

Guilds also allow spawning of non-unique Level 15 NPCs to defend the base.
Can have as much variety in non-unique NPCs as you want, but they'll cost extra in-game currency for upkeep.
Can't assign their levels.

Customizable Guild Floor settings

Different floors can have different settings

[Theme] – Choose/write your theme. Determines the minute details of a floor. Building materials can change to fit Theme, for example.

[Border] – Determines how the edge of the map works.

[Fixed] – Has a hard end.

[Looping] – There is no edge, getting to the south of the map sends you to the north of it.

[Hybrid] – only one dimension loops (IE: south/north but not east/west).

[Border Wall] – Determines the edge of the map (if [Border] is [Fixed]/[Hybrid]).

[Mist Wall] – Unpassable mist.

[Featureless Wall] – Smooth solid black wall.

[Invisible Wall] - Makes continuous flat planes with strong knockback wind.

[Atmosphere] – Determines breathability, doesn't have to be visually accurate atmosphere.

[Surface] – Breathable to all.

[Underwater] – Breathable to those who can breathe Underwater indefinitely.

[Vacuum] – Unbreathable. Requires to be a Construct, Undead, or be under certain Spells.

[Gravity] – Determines Martial Skill difficulty use and Jump height.

[None] – There's no gravity. Infinite Jump.

[Light] – Martial Skill execution is half as difficult and can Jump ten times higher.

[Normal] – Gravity works the same.

[Heavy] – Martial Skill execution is twice as difficult and can't Jump, White Boi.

[Gravity Direction] – Determines if gravity is dependent on one direction [Objective] or where your feet touch [Subjective].

[Lighting] – Determines visibility in floor.

[Bright] - Visible to all. Can cause Blind.

[Normal] - Visible to all.

[Dim] - Visible to those that can see in Dim Light

[Darkness] - Visible to those that can see in Complete Darkness

[Season] and [Day Time] can be skipped if it's an "interior" floor

[Season] – Determines if Seasons are static [Set] or dynamic [Cycle] in a floor.

[Set] Season: [Winter]/[Spring]/[Summer]/[Fall]

or [Cycle] Speed: Choose how many days are in a season

[Day Time] – Determines if Days are static [Set] or dynamic [Cycle] in a floor.

[Set] Day: [Dawn]/[Day]/[Dusk]/[Night]

or [Cycle] Speed: Choose how many hours are in a day

[Lighting] could determine how cloudy days get or how bright the moon illuminates, etc.

[Ecosystem] – Determines plant/fungal life presence.

[Heavy] – Grown like in the wilds/country. Flora/Fungi can be cultivated, but require more maintenance.

[Light] – Grown like in a city. Flora/Fungi can be grown in this floor for aesthetics.

[None] – No Flora/Fungi can grow in this floor. No floor maintenance required.

Specify the ratio between Flora and Fungi. Outside Flora/Fungi/Fauna can be brought, but survivability of it depends on selected [Ecosystem].

[Karma] – Determines Perception for Guild NPCs while they're on this floor.

[Good] - Anyone who isn't Good-Karma is detected easier.

[Neutral] - Anyone who isn't Neutral-Karma is detected easier.

[Evil] - Anyone who isn't Evil-Karma is detected easier.

[Energy] – Determines passive healing in your dimension.

[Major Positive] – Living can rapidly Regenerate lost limbs, as such Constitution is considered 2x higher.

Undead constantly take damage. Guild cannot create Undead NPCs.

[Minor Positive] – Living slowly Regenerate broken limbs.

[Minor Negative] – Undead slowly Regenerate broken limbs.

[Major Negative] – Undead can rapidly Regenerate lost limbs, as such Constitution is considered 2x higher.

Living constantly take damage. Guild cannot create Living NPCs.

[Magic] – Determines Mana cost of one chosen Spell School.

(Abjuration/Conjuration/Divination/Enchantment/Evocation/Illusion/Transmutation/Necromancy)

[No] – Impossible to cast.

[Impeded] – Double the cost of mana.

[Normal] – Mana costs the same.

[Enhanced] – Halve the cost of mana.

[Wild] – Random cost of mana.

[Passage of Time] – Determines DoT and Spell duration from outside.

[Timeless] – All DoT and spells from outside stop functioning in a floor, they continue once leaving.

[Halved] – All DoT and spells from outside last twice as long in a floor.

[Normal] – All DoT and spells from outside function properly in a floor.

[Double] – All DoT and spells from outside last half as much in a floor.

Profession Classes

Architect (Req. Architect Skill 30+, Cost 5 Levels) [V +8]

- Can Build Structures in 50% of the time and utilizing less Materials.
- Once per Day, may Perform an Action to gain the knowledge of the nearby Layout of a Structure you're currently in. The Radius of this Ability scales with your [Architect] Skill.

Building Assembler (Req. Architect Skill 75+, Cost 10 Levels) [CL +10/ML +5/V +10]

- Can Build Structures in 50% of the time.
- Deal 2x damage to structures.
- Once per day, you can perform an action to completely restore a Building to an undamaged state. This ability fails if there isn't open space where the building is supposed to be reconstructed.

Baker (Req. Baker Skill 30+, Cost 5 Levels) [V +8]

- Can Bake Pastries in 50% of the time and using less Ingredients.
- You can Perform an Action to Imbue a Pastry with magical essence (Or sugar), granting the person who eats it a temporary bonus to Supernatural and Physical Action Speed.

Pastry Lord (Req. Baker Skill 75+ and Baker Class, Cost 10 Levels) [ML +10/CL +5/V +12]

- Can Perform an Action to create a Piece of Edible Equipment out of Dough. The Data crystal Capacity and Quality of this item scales with your level, up to Legendary. An Item created this way lasts up to an Hour before becoming unusable (though still Tasty)
- Once per day, you can summon a Horde of Gingerbread Warrior NPCs or one Giant Gingerbread Warrior NPC. These NPCs despawn after an hour.
- Imbued Pastries now grant a Major Bonus to Supernatural and Physical Action Speed, as well as Increased Movement Speed.

Barrister (Req. Barrister Skill 30+, Cost 5 Levels) [V +8]

- Can Create a Contract between Two Willing Players, Compelling them to act in a certain manner. This Contract can last up to 1 Week, and if a Player Consciously Acts in a manner contrary to what the Contract Stipulates he should do, he Receives gradually increasing Negative Status Effects, up to becoming Unconscious.
- Receive Increased resistance to Mental status Effects.

Lawmaker (Req. Barrister Skill 75+ and Barrister Class, Cost 10 Levels) [CL +15/V +6]

- Your Contracts can last up to 1 year, and the maximum Negative Status Effect inflicted is Death.
- You become Immune to Mental Status Effects
- When under the effects of a Contract, you receive a boost to Physical and Supernatural Action Speed, as well as Vitality and Mana Regeneration

Brewer (Req. Brewer Skill 30+, Cost 5 Levels) [V +8]

- Can Create Drinkable Consumables in 50% of the time and using less Ingredients.
- Become Immune to the Debuffing Effects of Alcoholic Beverages, and when Consuming Alcoholic Beverages, receive a Minor Vitality Buff that scales with the Quality of the Beverage.

Distiller (Req. Brewer Skill 75+ and Brewer Class, Cost 10 Levels) [CL +15/V +6]

- Can Create Drinkable Consumables in 50% of the time and for 50% of the cost.
- Alcoholic Beverages prepared by you Grant a Buff related to the Type of Beverage to those who consume them, scaling with its overall Quality.
- Can Perform an Action to Inflict the Confused Mental Status Effect and the Slowed Physical Status Effect on a Group of Creatures.

Butcher (Req. Butcher Skill 30+, Cost 5 Levels) [V +8]

- May attempt to Butcher a Dead NPC/Entity, receiving extra drops based off the Entity's Level and your [Butcher] Skill.
- Deal 25% increased damage with Cooking Utensils (Knives, Forks, Spoons, etc.)

Meat Cleaver (Req. Butcher Skill 75+ and Butcher Class, Cost 10 Levels) [ML +15/V +14]

- Deal 50% increased damage with Cooking Utensils (Knives, Forks, Spoons, etc.)
- May Perform an Action on a Corpse to Inflict Fear and Revulsion on nearby Enemies.
- Increases Critical Hit Chance and Doubles Critical Hit Damage.

Clerk (Req. Clerk Skill 30+, Cost 5 Levels) [V +8]

- Can Give and Receive items from Entities from a very large Distance. This distance Scales with your Level.
- In order to receive the item, you/the creature who is receiving must confirm the transference.
- Can Perform an Action to Learn Information on a Creature you can see. The amount of information received scales with your Level.
- This Ability is treated as a Divination Spell for the purposes of resistances and interference.

Administrator (Req. Clerk Skill 75+ and Clerk Class, Cost 10 Levels) [CL +15/V +6]

- You may select a number of Willing creatures equal to your level/2 to Administrate. You always know the rough Position of these Creatures, with more Precision the closer they are to you, and can Telepathically Communicate with these Creatures.
- You are able to cast Spells and use Abilities on Administrated Creatures regardless of Range.
- Anti-Divination Spells and Abilities don't work against your Learn Information Ability

Cook (Req. Cooking Skill 30+, Cost 5 Levels) [V +8]

- Can Create Food Items in 50% of the time and using less Ingredients.

- Food items you Create grant Additional Temporary Bonuses to those who eat them, scaling with the Quality of the Items used to make the food.

Master Chef (Req. Cooking Skill 75+ and Cook Class, Cost 10 Levels) [ML +10/CL +5/V +12]

- Can Create a Special Food Dish that has a Custom Effect. Scales with your Level.
- Any Food you Create receives a series of Minor Bonuses related to the Type of Food
- Can Identify Any Spells Imbued into a Potion or Food Dish, and gain Additional Resistances to Most Status Effects.

Driver (Req. Driver Skill 30+, Cost 5 Levels) [V +8]

- When Controlling a Mount or a Vehicle, you cannot be Dismounted by force.
- The movement speed of any vehicle/mount you're riding on scales with its Unused Equipment Weight Limit.

Vehicle Master (Req. Driver Skill 75+ and Driver Class, Cost 10 Levels) [ML +10/CL +5/V +12]

- Double the Passenger Capacity of any vehicles/mounts you control. If there is no Physical Space where additional People can ride, they are slotted into a temporary pocket dimension.
- While controlling a Vehicle/Mount, if it reaches 0 Vitality, it does not die. Instead it is unable to Attack or Perform Special Actions, but it can still move at a Reduced Movement Speed.
- You may Issue Complex Commands to a Vehicle/Mount you control, even if it doesn't normally understand languages. The Vehicle/Mount completes the commands to the best of its capacities.

Farmer (Req. Farmer Skill 30+, Cost 5 Levels) [V +8]

- Produce planted by you Grow in Half the Time and are Immune to Disease and Rot.
- Collect Additional Resources when Harvesting Plants or other sources of Food Products. Furthermore, You have an Increased Chance of Receiving Higher Quality Resources when Harvesting from Plants.

Agriculturalist (Req. Farmer Skill 75+ and Farmer Class, Cost 10 Levels) [ML +15/V +14]

- Deal 50% increased damage with Farming Tools (Scythes, Sickles, Shovels, Pitchforks, etc.)
- Once per Day, you can Summon a Horde of Small Vegetable NPCs. These NPCs despawn after an hour.
- Can perform an Action to Inflict an enemy with Slow, Nausea and Disease, Short Cooldown.

Fisherman (Req. Fisherman Skill 30+, Cost 5 Levels) [V +8]

- You Fish faster and have Increased Chances of Fishing Higher Quality Fishes
- When Fishing, you have a chance of Fishing a treasure Drop Rather than a Fish. The Item receive from such Treasure Drop is Chosen Randomly from a predetermined list, but a higher [Fisherman] Skill results in Better Drops on average.

Fisher King (Req. Fisherman Skill 75+ and Fisherman Class, Cost 10 Levels) [ML +15/V +14]

- When wielding Fishing Weapons (Nets, Spears, Fishing Rods, etc) your attacks ignore any Vision Based Impairing and can Follow Enemies for a Short Distance.
- Can Perform an Attack Action to Pull an enemy Closer to you, Short Cooldown. The range of this attack Scales with your Level.
- Can Summon a Powerful Fish NPC, Once every 72 hours

Gambler (Req. Gambler Skill 30+, Cost 5 Levels) [V +8]

- Once per day, when using an Ability that involves Random Chances, you may Double the probability of receiving a certain result.
- Increased chance of dealing a Critical Hit, scaling with your [Gambler] skill.

Ruler of Fate (Req. Gambler Skill 75+ and Gambler Class, Cost 10 Levels) [ML +10/CL +5/V +12]

- 2x overall Critical Hit chance.
- All Harmful Attacks, Spells and Abilities used against you have a 10% chance of failing.
- Once Per day, when using an Ability that involves Random Chances, you may Select which outcome it will result in.

Gardener (Req. Gardener Skill 30+, Cost 5 Levels) [V +8]

- Can issue Simple Commands to Allied Plant NPCs, and Plant NPCs are Neutral Towards you unless attacked.
- Emit an Aura that Increases the Vitality Regeneration of Players and NPCs with the Plant Descriptor

Plant Lord (Req. Gardener Skill 75+ and Gardener Class, Cost 10 Levels) [CL +15/V +6]

- You can be considered either Planterran or your base race, and receive the Planterran ability of Regenerating Mana and Vitality Faster while in Direct Sunlight. If you are already a Planterran, you receive the First Listed Ability of a Planterran Advanced Racial Class for which you Qualify.
- Can Summon a Unique Plant NPC (This NPC's Level is 70% of your level)
- You are Unaffected by the Supernatural Abilities of Plant NPCs

Herbalist (Req. Herbalist Skill 30+, Cost 5 Levels) [V +8]

- Can Perform an Action to Increase the Effectiveness of any Consumable Item that Restores Vitality by 25%. A Consumable Item can't be affected more than Once by this Ability.
- Can Create Healing Salves, consumable items that Restore Vitality and Remove Certain Negative Status Effects. The Amount of Vitality Restored and the Negative Status effects that can be removed scale with your Level and [Herbalist] skill.

Herbal Miracle-Maker (Req. Herbalist Skill 75+ and Herbalist Class, Cost 10 Levels) [CL +15/V +6]

- Can Perform an Action to remove all physical Negative Status effects effecting an individual.
- Once per day, you may Double the Effectiveness of any Vitality Restoring Consumable.
- Can Perform a Lengthy Action to create an Elixir of Life. This is a Consumable item that can restore to life an Individual killed in the past 10 minutes. Creating a second Elixir of life while another one exists causes the previous one to lose its effects.

Librarian (Req. Librarian Skill 30+, Cost 5 Levels) [V +8]

- Reduces usage time of Scrolls and Books by 50%
- You can Perform an Action learn the complete contents of a book or piece of text instantly.

Legendary Bookworm (Req. Librarian Skill 75+ and Librarian Class, Cost 10 Levels) [CL +15/V +6]

- Using a Scroll consumes no Mana for you. Furthermore, there is a 25% chance that the Scroll won't be consumed upon use.
- Gain additional Mana Regeneration and Supernatural Action Speed based on the number of Unique Books you have in your Inventory.
- Once per day, you may consume a Scroll to Permanently Learn the Spell it contains. If the Spell learnt is not of your Tradition, this ability has a 1-week cooldown.

Merchant (Req. Merchant Skill 30+, Cost 5 Levels) [V +8]

- Can Sell Anything to any NPC Vendor, regardless of what Items they usually Buy/Sell.
- Unlocks Special Items in NPC Vendor Shops.

Shekel Lord (Req. Merchant Skill 75+ and Merchant Class, Cost 10 Levels) [ML +10/CL +5/V +12]

- You may Sell Items to Vendors for the same price they would Sell it to you (No Markups or Devaluation)
- Receive Extra Money from Abilities and Enemy Loot
- All Persuasion Attempts related to Hagglng or Commerce have a High Success Chance.

Miner (Req. Miner Skill 30+, Cost 5 Levels) [V +8]

- Receive Additional Resources when Mining and have Increased Chances of Receiving Higher Quality Resources when Mining.
- Can Detect the Quality and Distance of Nearby Ores and Minerals. The range of this ability Scales with your Level

Mythical Prospector (Req. Miner Skill 75+ and Miner Class, Cost 10 Levels) [ML +10/CL +5/V +12]

- Can Consume raw Minerals to receive permanent Buff related to the Mineral consumed. You can only have One Bonus from this Ability at once, and Eating another Ore causes you to Lose your previous Buff.
- This buff ranges from Physical Action Speed, Supernatural Action Speed, Increased resistances, Increased Mining Speed, etc.
- Once per day, You can combine ore of a certain Tier into Ores of a Tier one Higher.
- The conversion rate for such exchange is 5:1, as in 5 ingots of an ore into an Ingot of a Higher Level Ore.
- Receive a Mineral Golem NPC, whose level can be up to 70% of Your Level.

Porter (Req. Porter Skill 30+, Cost 5 Levels) [V +8]

- Any Ability that can steal Items/Equipment has a 50% chance of not working when used on you.
- Your Carry Weight Limit is considered 2x higher.

Master Hauler (Req. Porter Skill 75+ and Porter Class, Cost 10 Levels) [ML +15/V +14]

- Only Equipment and Consumables count towards your Carry Weight Limit. (Ingredients, Junk, Materials and etc. do not count towards your Weight Limit)
- You become Immune to any Item/Equipment stealing ability.
- Your movement speed scales with your total Carry Weight Limit.

Sailor (Req. Sailor Skill 30+, Cost 5 Levels) [V +8]

- You can Climb and Swim as easily as Walking.
- Have Increased Resistance to Physical Status Effects. Furthermore receive Immunity to the Diseased and Nauseated Status Effects while at Sea.

Admiral (Req. Sailor Skill 75+ and Sailor Class, Cost 10 Levels) [ML +10/CL +5/V +12]

- Can Commandeer a Maritime Vessel on your own, without the need of a crew.
- The Weapons of Maritime Vessels you Control are considered Magical, and deal Additional Damage.
- Can Summon a Powerful Aquatic NPC, Once every 72 hours

Scribe (Req. Scribe Skill 30+, Cost 5 Levels) [V +8]

- Can Create Scrolls in Half the Time and using less Materials.
- Once per day, can Create a Scroll of a spell you do not know. This spell must be of a Level you can Cast, but it can be of any Tradition.

Scroll Composer (Req. Scribe Skill 75+ and Scribe Class, Cost 10 Levels) [CL +15/V +6]

- Can Create Scrolls in Half the Time and using even less Materials.
- You may include a Metamagic Effect in the scrolls you craft, without altering the casting time or mana cost.

- Can imbue multiple spells in the same scroll. Using the scroll casts all spells at once, with the Casting Time being that of the imbued spell with the longest Casting Time.
- The combined level of these spells cannot surpass 12th level, and they must affect the same type of target (Self, a point in space, etc.)

Soldier (Req. Soldier Skill 30+, Cost 5 Levels) [V +8]

- Slightly increase the effects of All Auras affecting you.
- Receive Increased Resistances to Mental Status Effects.

General (Req. Soldier Class and Either Soldier Skill 75+ or Leadership 100+, Cost 10 Levels) [ML +15/V +14]

- Your Auras have Greatly Expanded Areas of effect. Furthermore, you can benefit from the effects of your own auras.
- Increase the Resistances and the Physical Attack of nearby Allies who are of a Level lower than yours.
- Allies can Understand your Words Regardless of Battlefield Conditions.

Stable Master (Req. Stable Master Skill 30+, Cost 5 Levels) [V +8]

- Can bond with an Allied Beast NPC, granting it additional Vitality and Movement Speed, scaling with your Level.
- Emit an aura that Increases Vitality Regeneration and Stamina Regeneration of nearby Rideable NPCs.

Horse Lord (Req. Stable Master Skill 75+ and Stable Master Class, Cost 10 Levels) [ML +10/CL +5/V +12]

- Increases the number of Beasts you can Bond with to 5, and grant them additional Physical and Supernatural Resistances, scaling with your Level.
- You can communicate with Beast NPCs and may issue Complex Commands to Bonded NPCs, and Simple Commands to Non-Bonded Allied NPCs.
- Once per day, you may Teleport all your Bonded Beasts to your side. They appear in the available space closest to you.

Trapper (Req. Trapper Skill 30+, Cost 5 Levels) [V +8]

- Can create Traps that Deal Damage or Inflict Status Effects. The Effectiveness of these traps increase with your Level and [Trapper] Skill.
- Receive a 50% Improvement to your Trap Detection. Furthermore, you can Disarm Traps Faster and with halved failure chance

Master Baiter (Req. Trapper Skill 75+ and Trapper Class, Cost 10 Levels) [ML +10/CL +5/V +12]

- Traps created by you are Immune to Spells and Abilities that may reveal their location, and are harder to be found by regular means.

- You can Perform an Action to create a Jury-Rigged Trap. This Trap has only one use and is easier to detect.
- You may create one trap that provokes Instant Death. This trap may take any shape, but has a 1-hour cooldown between Death Effects. You may only have one trap of this kind active at once, and it is Considerably easier to detect

Woodcutter (Req. Woodcutter Skill 30+, Cost 5 Levels) [V +8]

- Collect Additional Materials when Cutting Trees or other sources of Wood. Furthermore, You have an Increased Chance of Receiving Higher Quality Resources when Foraging.
- Can Perform an Action to Fell all trees in a certain Range, once per day. The range of this Ability Scales with your [Woodcutter] Skill.

Lumberjack (Req. Woodcutter Skill 75+ and Woodcutter Class, Cost 10 Levels) [ML +15/V +14]

- Deal Additional Damage to Plant Creatures.
- Deal Additional Damage with Axed Weapons (Axes, Halberds, Greataxes, etc)
- Can Perform an Action to Knock Down one enemy, Inflicting the Prone and Stunned Status Effects, Short Cooldown.

===== Knowledge Classes =====
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Arcanist (Req. Knowledge (Arcana) 25+, Cost 10 Levels) [CL +10/V +8]

- Have Arcane Spellcasting (Int) and Mana Regenerates 25% faster, but cast spells at double Mana Cost.
- Receive an Additional Magic Spell for every Knowledge (Arcana) Rank.
- All spells learned through this must be of a level you can cast.
- Can Perform an Action to Identify a Spell Effect or a Spell being Cast.

Dungeon Delver (Req. Knowledge (Dungeoneering) 25+, Cost 10 Levels) [ML +10/V +16]

- Know how to use Martial Weaponry (Notably Daggers and Shortwords)
- Improved Trap Detection.
- While in a Dungeon, can Perform an Action to detect Hidden mechanisms, doors and traps within a radius scaling with your Knowledge (Dungeoneering) Skill.
- This ability does not reveal the content nor specific location of such hidden entities, only their existence and their direction from the player.

Machinist (Req. Knowledge (Engineering) 25+, Cost 10 Levels) [ML +10/V +12]

- Know how to Create and Use Ranged Weaponry (Notably Firearms)
- Deal Increased Damage to Constructs and Buildings

- Can Perform an Action on a Construct to inflict either a Minor Detrimental Status effect or a Minor Beneficial Status effect.

Explorer (Req. Knowledge (Geography) 25+, Cost 10 Levels) [ML +10/V +12]

- Know how to Use Ranged Weaponry (Notably Crossbows)
- You are Immune to Environmental Hazards
- - While in the wilderness, can Perform an Action to detect Hidden objects, mechanisms, and spaces within a radius scaling with your Knowledge (Geography) Skill.
- This ability does not reveal the content nor specific location of such hidden entities, only their existence and their direction from the player.

Historian (Req. Knowledge (History) 25+, Cost 10 Levels) [CL +10/V +8]

- Have Arcane Spellcasting (Int) and Mana Regenerates 25% faster, but cast spells at double Mana Cost.
- Once per Week, you can look into the past of a Location you are currently in. This allows you to see events as if you were present, but you are not able to influence them in any way.
- In Game, this ability is limited to going back 1 week into the past.
- Can Perform an Action to learn Information about a Place, Person or Object you can See. The Amount and Rarity of the Information known scales with your Knowledge (History) Skill.
- You can only use this once per Place, Object or Person.
- This works as a Legend Lore Spell, with your Knowledge (History) Skill determining your Familiarity with the Object.

Folklorist (Req. Knowledge (Local) 25+, Cost 10 Levels) [CL +10/V +8]

- Have Arcane Spellcasting (Int) and Mana Regenerates 25% faster, but cast spells at double Mana Cost.
- Can Summon a Powerful Ancient Spirit NPC, once every 72 Hours. Its Power scales with your Level.
- You can use your Knowledge(Local) Skill as a substitute for all Perform Skills.

Monster Hunter (Req. Knowledge (Monster Lore) 25+, Cost 10 Levels) [ML +10/V +16]

- Know how to use Martial Weaponry (Notably Swords)
- Select Two of the following as Favored Enemies: Aberrations, Angels, Constructs, Demons, Dragons, Elementals, Fey, Humanoids, Plants, and Undeads. You have increased Resistances to the Physical and Supernatural Abilities of your Favored Enemies.
- You can Perform an Action to Identify the Weaknesses, Resistances and Immunities of a Favored enemy you can See.

Witcher (Req. Monster Hunter, Knowledge (Monster Lore) 75+ and CON 15+, Cost 5 Levels) [ML +5/V +10]

- Have Weak Arcane Spellcasting (Con)
- Your Attacks against Favored Enemies bypass 25% of their Elemental and Physical Resistances.

Naturalist (Req. Knowledge (Nature) 25+, Cost 10 Levels) [CL +10/V +8]

- Have Nature Spellcasting (Int) and Mana Regenerates 25% faster, but cast spells at double Mana Cost.
- Passively Detect Poison and Diseases around you. The radius of this Ability Scales with your Level.
- Can Perform an Action to Identify a Plant or Beast NPC. The maximum Level of the creature you can Identify Scales with your Knowledge(Nature) Skill.

Local Lord (Req. Knowledge (Nobility) 25+, Cost 10 Levels) [ML +10/V +16 or CL +10/V +12]

- Know how to use Martial Weaponry (Notably Swords and Shields) or Have Arcane Spellcasting (Int, Wis or Cha) and Mana Regenerates 25% faster, but cast spells at double Mana Cost.
- Receive Servant NPCs whose Total Combined Levels can reach Up To your Level. No single Servant NPC's Level can be over 30% of Your Level.
- Can Perform an Action to Demoralize a Target, Temporarily Inflicting him with Fear and Slowing his Physical and Supernatural Action Speed.

High Noble (Req. Local Lord [Any] and Knowledge (Nobility) 75+, Cost 5 Levels) [ML +5/V +8 or CL +5/V +6]

- Your Servant NPCs Total Combined Levels can reach Up To Twice your Level and their Level Cap increases to 50% of your Level.
- Can Perform an Action to Inflict Charm or Fascination on a Target with lower Knowledge (Nobility) Skill. The Duration of the Effect scales with the Difference between Your Knowledge (Nobility) and the Target's.

Theologian (Req. Knowledge (Religion) 25+, Cost 10 Levels) [CL +10/V +8]

- Have Divine Spellcasting (Int) and Mana Regenerates 25% faster, but cast spells at double Mana Cost.
- Choose a Domain related to your Deity. Cast spells from that Domain at Halved mana Cost.
- Can Perform an Action to Identify an Angel or Demon NPC. The maximum Level of the creature you can Identify Scales with your Knowledge(Religion) Skill.

Divine Scholar (Req. Theologian, Knowledge (Religion) 75+ and Karma Above 250, Cost 5 Levels) [CL +5/V +6]

- Spell Mana cost is no longer doubled and Mana Pool maximum is increased by 25%
- Can Summon an Angel NPC, once every 24 Hours. Its Power scales with your Level.

Diabolist (Req. Theologian, Knowledge (Religion) 75+ and Karma Below -250, Cost 5 Levels) [CL +5/V +6]

- Spell Mana cost is no longer doubled and Mana Pool maximum is increased by 25%
- You become Bonded with a Demon NPC, whose level cannot exceed 60% of your level. You can Issue Complex Commands to this NPC.

Evangelist (Req. Knowledge (Religion) 25+ and Oratory 25+, Cost 10 Levels) [CL +10/V +12]

- Your Oratory Skill is Considered 2x Higher.
- All targets that hear your Oratory Skill are inflicted by either Charm or Fascination.
- Can Temporarily Edit an NPC's Combat Setting through Speech. The Duration of this Edit depends of how Low the Target's Vitality is (Lower Vitality = Longer Duration)

===== Other Classes =====
=====

Butler (Cost 5 Levels) [ML+5/V+8 or CL+5/V+8]

- May Assign a Player as your Master. You can always Communicate with your Master Telepathically, regardless of distance.
- Once per day, your Master may call for you, Teleporting you to his side.
- You must accept his call in order to be Teleported, but denying it removes this Player as your Master and you may not Assign another Player as your Master for 1 Week
- NPCs automatically accept their Master's Call.

Maid (Cost 5 Levels) [ML+5/V+8 or CL+5/V+8]

- Can Clean Areas and Objects 50% faster.
- May Assign a Player as your Master. Receive Bonus Physical and Supernatural Action Speed when near your Master.
- +500% Cuteness

Smith (Req. Any Craft Skill 30+, Cost 5 Levels) [ML+5/V+8 or CL+5/V+8]

- Choose a Craft Skill. Can Craft items of this type in Half the Time and using less Materials.
- Can Perform a Lengthy Action to Improve the Data Crystal Capacity of an Item by one step. The length of the action scales with the items' current Data Crystal Capacity and your [Craft] skill associated with this item.
- This skill cannot increase an item past Divine Tier, and increasing an item from Legendary to Divine Tier can take a few months.

Shooting Star Wishes:

Requires Shooting Star.

I Wish to be...

[Loved] - Receive an Axiomatic Cat familiar

[Immortal] - Character can respawn with no XP loss after a certain amount of days, scaling with Total Level. (100 Days for 100 Levels)

[Healthy] - Vitality is fully healed

[Famous] - Character's information is now accessible to all players with Knowledge: Local, inversely scaling with Level. (IE: Level 80 are known by Knowledge: Local 20 players)

[Free] - All items you carry have an in-game value of 0, and are considered junk items.

[Happy] - Receive 20% Ygg discount on your next 100 Gacha Rolls.

[Rich] - Receive a small amount of in-game currency

[Never Hungry] - Add a horn of plenty to Inventory (not tradable).

[Never Thirsty] - Add a never-ending alcohol bottle to Inventory (not tradable).

[Smrt] - INT is considered normal if previously was 2x lower.

[Beautiful] - Unlocks extra options in character creation screen and allows to customize your Character's looks once more.

[An Idol] - Receive a miniature doll of your Character. It's a +15 Crafted Object. Has Data Crystals.

[A Cute] - Receive an acute sense of smell. Can Detect by smell.

[Favored by the Elements] - +5% Resistance to Heat, Cold, Acid, Electricity, Sonic damage

[Headpatted] - +5% Resistance to Light and Dark

[Aware in the Dark] - Can see in Complete Darkness.

[Aware of Magic] - Can see Supernatural Aura.

[Aware of Stalkers] - Can see the Invisible and Ethereal.

[Sharp] - Possess Natural Weapons or +5 Natural Weapon Proficiency. Natural Weapons are considered Magic Weapons

[Fluent] - Can read, speak and understand the language of any intelligent creature. Enables subtitles.

[Big] - Strength is considered 2x higher.

[Small] - Can fit in small openings. Strength is considered 2x lower.

[Skillful] - +20 to a Skill of your choice. Can exceed your Skill cap, but not 100 hard cap.

[Gifted] - +5 to an Attribute of your choice. Can't exceed maximum of 40 (or Nephilim limits). Does NOT affect Skill points.

[Hot] - Immune to Heat, -50% Resistance to Cold

[Cool] - Immune to Cold, -50% Resistance to Heat

[Well Equipped] - Receive a +15 Divine-class Crafted Object. Requires Data Crystals.

[Married] - Can permanently communicate (telepathically) with one other player (or Guild NPC). Can share Inventory space when in close proximity. Req. other player (or creator of the NPC) to Wish the same, can give a Wish to them for their response. (Costs 1 Wish from both)

[Perfect] - Can see in Complete Darkness, 25 Supernatural Resistance, +25% Resistance to Heat, Cold, Electricity and Sonic (Costs 2 Wishes)

[A Guildmaster] - Functions like a Guild Scroll. Only for starting, not expanding. (Costs 3 Wishes)

[God] - Start your grindy and impossible Divine Rank journey at Rank 0. Create other Rank requirements and benefits yourself! Req. Level 100 (Costs 3 Wishes)

All Wishes can only be Wished upon ONCE on a Character/Creature.

All Wishes are instant; they can't be dispelled. Any that affect your stats count towards your base stats.

Automaton Replacement Parts

The Construct's Armory

Automaton

Added in the Valkyrie's Downfall patch alongside Gunner, Tinkerer, and Firearms.

Players were disappointed to learn that base Automaton are effectively Metal Skeletal Undead
They could, however, purchase Replacement Parts

Tinkerers could also create these parts using Craft Skills.

Automaton must choose a Base Metal for their frame

Changes to Resistances affect the Automaton's Listed default

Brass (Free/Default)

No changes.

[H 50%/A -25%/S 25%/E -50%] are default Elemental Resistances

Wrought Iron (Costs 10 Ygg)

[H +25%]. Weight is double for size.

Aluminum (Costs 20 Ygg)

Immune to Rust. [H -25%/A +50%] Weight is average for size.

Steel (Costs 40 Ygg)

[H +25%] and high durability. Weight is double for size.

Mythril (Costs 60 Ygg)

Immune to Rust. [H +25%/A +75%] Weight is average for size.

Adamantite (Costs 80 Ygg)

Frame is indestructible. [H +25%/A +25%]

Weight is triple for size. Cannot Swim.

Prismatic (Costs a Caloric Stone)

Frame is indestructible and Immune to Rust. [H +50%/A +75%]

Weight is average for size. Have World Protection.

Automaton can Purchase up to 9 of the following Replacement Parts

You get 3 replacement parts for every 5 Automaton Levels

Artificial Skin (Costs 10 Ygg)

Fake skin covers your frame. [E +25%] You are considered Humanoid to simple detection

Armored Plating (Costs 15 Ygg)

Sturdy armor plates reinforce your frame. They are as strong as Heavy Armor

Auditory Receptors (Costs 25 Ygg)

These receptors detect vibrations in the air around

Can effectively see in a limited 360 degree FoV, granting Immunity to Critical Hits

Reflective Lenses (Costs 10 Ygg)

Glass eyes are replaced with luminescent quartz. You see normally in dim lighting

Scope Lens (Costs 15 Ygg)

One eye is replaced with a telescopic lens. It's to see incredible distances clearly, as if Wisdom is considered 2x higher, but only in Detecting hostile Targets

It is recommended to cover it when not in use, however, as it could cause a headache

Gustatory Implant (Costs 10 Ygg)

Mouth and esophagus are semi-functional. You can now Drink Consumables.

Deployable Climbing Claws (Costs 15 Ygg)

Hands and feet gain a set of claws that allow you to Climb sheer surfaces

They also double as weak Natural Weapons

Retractable Limb Chords (Costs 25 Ygg)

Limbs are always detachable, but now they can be pulled back on!

Gold Nerves can run through the chords, allowing detached limbs to manifest Spells

Forearm Tonfas (Costs 20 Ygg)

Gain a set of Tonfas crafted from Base Metal, they are installed in the forearms

They are always equipped, and are considered Natural Weapons

Internal Database (Costs 15 Ygg)

A ticking clockwork mechanism fills the skull. You can access Knowledge Skills at-will

Ichor Transfusion System (Costs 15 Ygg)

An artificial heart pumps repairing ichor. CON now regenerates Vitality.

The tubing only fills the torso and wraps the spine. It can break if decapitated

Gold Nerves (Costs 15 Ygg)

Gold wiring runs from a soulstone to all limbs. This grants [CL +5]

Attunement Matrix (Costs 25 Ygg)

A simple mechanism absorbs either Positive OR Negative healing Spells cast upon you

It converts Half into Vitality and the other Half is dispersed

Rocket Boosters (Costs 50 Ygg)

Installed in elbows and calves. Can spend stamina to launch limbs

This can be manipulated to detach and fire limbs or to attempt Manned Space Flight

Replacement Parts are not Equipment and Cannot Contain Data Levels

Radiants and Shadows

Added to intensify the Light/Dark Schism through Pay-to-Win
Investing Levels in these Classes allowed users to specialize in Light Energy & Dark Energy
Spells

This was a much-requested feature throughout Beta
These Classes also granted access to a variety of extremely powerful Radiant and Shadow
Spells

These spells can only be Purchased by Bright/Dark Lord or Radiant/Shadow Adept players

Radiant Energy worked off Light Resistance, and those with a Positive% were Immune
However, it ignored Resistance granted by Equipment and Spells

Shadow Energy worked off Dark Resistance, and those with a Positive% were Immune
However, it ignored Resistance granted by Equipment and Spells

Lord Adepts have a few options, treat these as examples:

Radiant Touch/ Shadow Touch [Evocation (Radiant/Shadow)]

(Costs 5 Ygg)

1st Tier/ 1 Mana

(Must have Attribute 11+ and a Caster Proficiency of 7+ to Cast)

Damage scales slowly with Caster Proficiency

Deal low Radiant or Shadow damage to a target through touch

Radiant Burst/ Shadow Burst [Evocation (Radiant/Shadow)]

(Costs 15 Ygg)

3rd Tier/ 3 Mana

(Must have Attribute 13+ and a Caster Proficiency of 21+ to Cast)

Damage and Range scales slowly with Caster Proficiency

Deal low Radiant or Shadow damage to all targets within a 5 foot radius around you.

Radiant Protection/ Shadow Protection [Abjuration (Radiant/Shadow)]

(Costs 20 Ygg)

4th Tier/ 4 Mana

(Must have Attribute 14+ and a Caster Proficiency of 28+ to Cast)

Duration scales with Caster Proficiency

Grant an ally temporary Immunity to the opposed Energy Type

Only grants Light/Dark Resistance. Radiant and Shadow Energy bypass this protection

Radiant Aura/ Shadow Aura [Enchantment (Radiant/Shadow)]

(Costs 25 Ygg)

5th Tier/ 6 Mana

(Must have Attribute 15+ and a Caster Proficiency of 35+ to Cast)
Duration and Range scales with Caster Proficiency
Emit an aura of Radiant or Shadow Energy that lowers the Attributes of targets
Furthermore, it has a chance to inflict a weak Mental Status Effect

Blade of Radiance/ Blade of Shadow [Transmutation (Radiant/Shadow)]

(Costs 30 Ygg)

6th Tier/ 9 Mana

(Must have Attribute 16+ and a Caster Proficiency of 42+ to Cast)

Damage and Duration scales with Caster Proficiency

Sheath your Primary Weapon with energy for 6 seconds, dealing Radiant or Shadow damage

Can choose to deal low damage with each strike for the duration, or medium damage with a single strike

Radiance/ Shade [Evocation (Radiant/Shadow)]

(Costs 50 Ygg)

10th Tier/ 24 Mana

(Must have Attribute 20+ and a Caster Proficiency of 70+ to Cast)

Damage scales with Caster Proficiency

Call down a strike of energy that deals High Radiant or Shadow Damage to a single target
