

# Spell Dancer Sample Job Classes

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## Overview

Jobs are divided into three classes. Characters are only allowed to use jobs of their chosen class and many jobs cannot be used until the character has gained a minimum level in one or more other jobs. In addition, each class has one secret job (which requires additional hidden requirements to be met before it unlocks) and two class break jobs (which can only be used after completing certain side-quests in the game). Finally, some of the main characters in the story have a unique job that only they can use. For unlocking purposes, levels in that job count as levels in the class's starting job.

## Main Jobs

### Spell Dancer Class

#### Lowly Acolyte

Req: Spell Dancer starting job

Weapons: Wands and Staffs

Armor: Robes

Skill Set: Beginner's Magic

Description: All young spell dancers begin their training as Lowly Acolytes. This is the time when dreams are big, potential is limitless, and skills are downright pathetic.

#### Elemental Death Dealer

Req: Lowly Acolyte Level 3

Weapons: Wands

Armor: Robes

Skill Set: Magical Destruction

Description: A popular choice for young spell dancers who excel in the more aggressive areas of magic, Elemental Death Dealers call upon the power of the elements to burn, freeze, fry, zap, drown, blast, crush, and otherwise destroy all who stand in their way.

#### Super Magical Medic

Req: Lowly Acolyte Level 3

Weapons: Staffs

Armor: Robes

Skill Set: Holy Power

Description: Super Magical Medics can channel immense holy energy. Their healing spells are invaluable but students of other branches of magic tend to mock them for their lack of offensive attacks, which led to them to giving their profession a more 'impressive' title.

#### Chronomancer

Req: Elemental Death Dealer Level 4

Weapons: Wands

Armor: Robes

Skill Set: Chronomancy

Description: With the power of time and space at your side how can you lose? Quite easily actually, but that doesn't deter a good Chronomancer. Whether you want to transport quickly to another place or need more time to study for a test, their unique skills will certainly come in handy.

#### Voodoo Junkie

Req: Super Magical Medic Level 4

Weapons: Staffs

Armor: Robes

Skill Set: Mumbo-jumbo

Description: When religion goes bad you end up with people like Voodoo Junkies. Despite their utter lack of combat prowess, their super natural powers are certain to send their opponents into a world of pain.

### **Spirit Caller**

Req: Chronomancer Level 4, Super Magical Medic Level 2

Weapons: Staffs

Armor: Robes

Skill Set: Deluxe Summon

Description: By combining time space master with a touch of holy power, Spirit Callers can summon legendary beasts from another world to aid them in battle. But all this begs the question, what do all those beasts do in their spare time anyway?

### **Chartreuse Magician**

Req: Voodoo Junkie Level 2 and Elemental Death Dealer Level 4

Weapons: Wands

Armor: Robes

Skill Set: Chartreuse Magic

Description: No one really knows why Chartreuse Magicians chose such an unusual color for their art. In fact, no one really knows what color chartreuse is in the first place. What the heck do these guys do?

### **Street Magician**

Req: Lowly Acolyte Level 9 then fail at least six spell dances in one battle.

Weapons: Wands and Staffs

Armor: Robes

Skill Set: Illusion

Description: Although they're often complete and utter failures in the art of spell dancing, Street Magicians can still dazzle the ignorant masses with their flashy tricks and illusions. Whether your enemies will be so easily fooled is a different matter.

### **Geomancer** (Spell Dancer/Weapon Master Class Break)

Req: Elemental Death Dealer Level 4 (must have completed Geomancer sub-quest)

Weapons: Swords and Knives

Armor: Light Armor and Shields

Skill Set: Geomancy

Description: Geomancers are closely in tune with nature, allowing them to call on plants, rocks, and the like for aid in combat. Unlike other magic users, they can actually hold their own in a melee fight.

### **Summoner Chef** (Spell Dancer/Tinker Class Break)

Req: Spirit Caller Level 2 (must have completed Doom Chef sub-quest)

Weapons: Knives

Armor: Robes and Light Armor

Skill Set: Food Fight!!!

Description: Did you ever dream of turning your food into powerful monsters that would fight at you command? Didn't think so. Summoner Chefs, however, are another matter entirely. Who ever thought three solid meals could be so deadly?