

RPG - Complete Job Class Handbook

Job-only combined edition: requirements audit + defined feature/stat summary

Audit Summary

PDF Classes	Requirement Classes	Unique Combined	PDF Missing from Requirements	Requirements Missing from PDF
126	141	227	86	105

PDF classes missing from the Requirements Edition: Warrior, Archer, Rider, Executioner, Commander, Scholar, Hermit, Doctor, Maid, Armor Smith, Weapon Smith, Miko, Medium, Gazer, Fixer, Raider, Holy Avenger, Guardian, Shield Master, Weapon Master, Duelist, Shadow Walker, Arcane Archer, Ki Adept, Iron Body, Single Blow, Dark Knight, Cursed Knight, Armored Mage, Knight of Niflheim, Skald, High Priest, Exorcist, High Sorcerer, Grove Keeper, Shapewarden, Hexblade, Pact Binder, Magitech Engineer, Potion Master, Mutagenist, Tactician, Marshal, Sage, Mystic Researcher, Cursed Caster, Holy Banisher, Shamanic Adept, Bishop, Onmyoji, Pharmacist, Poison Maker, Arcane Devotee, War Chief, Rageborn, Dawn Champion, Judgment Knight, Bulwark, Fortress Knight, Champion, Deathblade, Phantom Thief, Wildwarden, Eagle-Eye Lord, Fist Saint, Empty Hand Master, World Champion, Maestro, Choral Sage, Saint, Divine Oracle, Grand Elementalist, Archdruid, Worldroot Speaker, Curse Lord, Abyssal Theurge, Golem Architect, Grand Alchemist, Philosopher, Grand Strategist, Grand Sage, Reality Theorist, Eclipse, Master of Death, World Disaster, World of Disaster

Requirements-only classes added into this handbook: Squire, Apprentice, Boxer, Wrestler, Monk, Gunner, Hunter, Weapon-Thrower, Cavalier, Dragoon, Shieldbearer, Athlete, Pickpocket, Tinkerer, Warden, Sentinel, High Commander, Armament Lord, Dualer, Blade Dancer, Sky Dancer, Zephyr, Modgudr, Battlemage, Arcane Duelist, Spellsword, Mystic Fist, Sacred Fist, Shen Fist, Strider, Triathlete, Thief, Pirate, Mobile Artillery, Grenadier, Jester, Virtuoso, Pied Piper, Spellsinger, Gospeler, Pardoner, Flagellate, Contemplative, Polytheist, Wind Talker, Craftsman, Medicine Man, Master Chef, Specialist, Enchanter, Golemancer, Warmage, Scryer, Oracle, Death Mage, Chronomancer, Stonamancer, Shapeshifter, Negater, Barrier Mage, Somamancer, Planeswalker, High Caster, Incantator, Ritualist, Theurge, Blight Mage, Healer, Somatomancer, Blood Mage, Elemancer, Elemental Savant, Radiant Adept, Shadow Adept, Mediator, Charmer, Arcane Gunsmith, Juggernaut, Blade Emperor, Thousand-Arms Master, Grand Duelist, Titan Breaker, Phantom Step, Horizon Archer, Siege Saint, Apex Predator, Archmage, Grand Theurge, World-Ritualist, Spell Sovereign, Chronarch, Void Negater, Lifebinder, Deathless Hierophant, Eclipse Adept, Primal Sovereign, Mythic Smith, Philosopher Alchemist, Master Architect, Guild Patriarch, Silver-Tongued Saint, Dread Sovereign, Master Spy, Saint of the Road, Legendary Performer

Global Feature Scaling Rules

- Class Pressure applies only to the intended feature action, not to all rolls.
- Feature DC guideline: 10 + relevant stat modifier + half class level unless otherwise stated.
- Resources include stamina, MP, ammunition, reagents, durability, pact debt, morale, or material cost.
- Counterplay is valid: cover, resistance, anti-magic, broken equipment, terrain, morale, and equal-tier counters can weaken or block features.

Job Class Progression Trees

This chapter summarizes the main class routes in the complete job-only handbook. A class can appear in more than one path when it has cross-branch requirements or works as a hybrid unlock. These are navigation trees, not hard restrictions; the individual class entries still define the exact requirements, features, stat growth, and counterplay.

Trial and Starter Paths

- Squire -> Warrior, Fighter, Knight, Defender, Shieldbearer, Samurai, Rider, Cavalier, Dragoon
- Apprentice -> Wizard, Sorcerer, Cleric, Priest, Shaman, Miko, Medium, Illusionist, Gazer
- Basic specialist entries without a fixed branch: Hermit, Doctor, Merchant, Maid, Scholar, Commander, Bard, Fixer

Martial Core Paths

- Warrior -> Fighter -> Weapon Master -> Sword Saint -> Blade Emperor
- Warrior -> Fighter -> Duelist -> Grand Duelist -> Champion
- Warrior -> Samurai -> Single Blow -> Sword Saint
- Warrior -> Raider -> War Chief -> Warlord

- Fighter -> Dualer -> Blade Dancer -> Thousand-Arms Master
- Weapon Smith -> Weapon Master -> Armament Lord -> Blade Emperor
- Special martial apex options: World Champion, Titan Breaker, Juggernaut

Defense, Shield, and Guardian Paths

- Defender -> Guardian -> Bulwark -> Fortress Knight
- Shieldbearer -> Shield Master -> Bulwark -> Juggernaut
- Warden -> Sentinel -> Guardian -> Fortress Knight
- Knight -> Guardian or Shield Master -> Judgment Knight / Dawn Champion

Rage, Raider, and Brutal Combat Paths

- Barbarian -> Berserker -> Rageborn -> World Champion
- Barbarian -> Raider -> War Chief -> Warlord
- Wrestler -> Iron Body -> Titan Breaker
- Boxer -> Ki Adept -> Fist Saint -> Empty Hand Master

Knightly, Holy, and Dark Martial Paths

- Knight -> Paladin -> Templar -> Holy Avenger -> Dawn Champion
- Crusader -> Templar -> Judgment Knight -> Saint
- Paladin -> Holy Avenger -> Saint -> Divine Oracle
- Knight -> Dark Knight -> Cursed Knight -> Dread Sovereign
- Dark Knight -> Knight of Niflheim -> Modgudr
- Knight -> Valkyrie -> Dawn Champion

Unarmed, Ki, and Body Mastery Paths

- Monk -> Ki Adept -> Fist Saint -> Empty Hand Master
- Boxer -> Mystic Fist -> Shen Fist
- Monk or Paladin -> Sacred Fist -> Saint
- Wrestler -> Iron Body -> Titan Breaker
- Monk -> Single Blow -> Sword Saint

Ranged, Firearm, and Siege Paths

- Archer -> Arcane Archer -> Eagle-Eye Lord -> Horizon Archer
- Ranger -> Hunter -> Beast Tamer or Wildwarden
- Archer -> Sniper -> Eagle-Eye Lord
- Gunner -> Sniper -> Arcane Gunsmith -> Siege Saint
- Gunner -> Mobile Artillery -> Grenadier -> Siege Saint
- Weapon-Thrower -> Strider -> Apex Predator

Stealth, Theft, and Assassination Paths

- Rogue -> Pickpocket -> Thief -> Phantom Thief -> Master Spy
- Rogue -> Assassin -> Ninja -> Phantom Step
- Assassin -> Executioner -> Deathblade
- Rogue -> Shadow Walker -> Phantom Step -> Eclipse Adept
- Fixer -> Master Spy -> Dread Sovereign
- Thief -> Pirate -> Raider

Mounted, Mobility, and Travel Paths

- Rider -> Cavalier -> Dragoon -> Saint of the Road
- Athlete -> Strider -> Triathlete -> Saint of the Road
- Dragoon -> Sky Dancer -> Zephyr
- Cavalier -> Valkyrie -> Dawn Champion

Divine, Shrine, and Banisher Paths

- Cleric -> High Priest -> Saint -> Divine Oracle
- Priest -> Bishop -> Divine Oracle
- Miko -> Onmyoji -> Exorcist -> Holy Banisher
- Medium -> Exorcist -> Divine Oracle
- Paladin -> Arcane Devotee -> Radiant Adept -> Saint
- Inquisitor -> Holy Banisher -> Judgment Knight
- Healer -> Lifebinder -> Deathless Hierophant
- Gospeler -> Pardoner -> Silver-Tongued Saint
- Flagellate -> Contemplative -> Saint
- Polytheist -> Theurge -> Grand Theurge

Arcane, Spellcaster, and World-Magic Paths

- Wizard -> High Sorcerer -> Archmage -> Spell Sovereign
- Wizard -> Mystic Researcher -> Grand Sage -> Reality Theorist
- Wizard -> Elementalist -> Grand Elementalist -> Elemental Savant
- Sorcerer -> High Sorcerer -> Archmage
- Warlock -> Hexblade -> Curse Lord -> Abyssal Theurge
- Warlock -> Pact Binder -> Abyssal Theurge
- Illusionist -> Enchanter -> Charmer -> Silver-Tongued Saint
- Gazer -> Scryer -> Oracle -> Divine Oracle
- Cursed Caster -> Blight Mage -> Curse Lord
- Chronomancer -> Chronarch
- Negater -> Void Negater
- Barrier Mage -> Spell Sovereign
- Planeswalker -> World-Ritualist
- High Caster -> Incantator -> Ritualist -> World-Ritualist
- Theurge -> Grand Theurge
- Blood Mage -> Eclipse -> World Disaster
- Somamancer or Somatomancer -> Lifebinder
- Elemancer -> Grand Elementalist
- Shadow Adept -> Eclipse Adept -> World of Disaster
- Warmage -> Battlemage -> Arcane Duelist
- Spellsword -> Battlemage -> Arcane Duelist
- Armored Mage -> Battlemage -> Arcane Duelist
- Stonamancer -> Grand Elementalist or Master Architect
- Shapeshifter -> Shapewarden

Nature, Spirit, Beast, and Death Paths

- Druid -> Grove Keeper -> Archdruid -> Worldroot Speaker
- Druid -> Shapewarden -> Archdruid
- Ranger -> Beast Tamer -> Wildwarden -> Apex Predator

- Shaman -> Shamanic Adept -> Summoner -> Worldroot Speaker
- Shaman -> Medicine Man -> Wind Talker -> Worldroot Speaker
- Necromancer -> Death Mage -> Master of Death -> World Disaster
- Necromancer -> Eclipse -> Master of Death
- Blight Mage -> Primal Sovereign or World of Disaster
- Primal nature apex: Primal Sovereign

Crafting, Artifice, Smithing, and Constructs

- Craftsman -> Artificer -> Magitech Engineer -> Grand Artificer
- Craftsman -> Runesmith -> Mythic Smith
- Weapon Smith -> Craftsman -> Mythic Smith
- Armor Smith -> Craftsman -> Mythic Smith
- Gunner -> Arcane Gunsmith -> Mythic Smith or Siege Saint
- Tinkerer -> Artificer -> Golemancer -> Golem Architect
- Golemancer -> Master Architect or Golem Architect
- Alchemist -> Potion Master -> Grand Alchemist -> Philosopher Alchemist
- Alchemist -> Mutagenist -> Philosopher Alchemist
- Doctor -> Pharmacist -> Healer or Poison Maker
- Poison Maker -> Assassin or Deathblade
- Craftsman -> Master Chef -> Guild Patriarch
- Specialist -> Master Architect or Guild Patriarch

Leadership, Strategy, Social, and Performance Paths

- Commander -> Tactician -> Marshal -> Grand Strategist -> Warlord
- Commander -> High Commander -> Warlord
- Scholar -> Sage -> Grand Sage -> Reality Theorist
- Scholar -> Philosopher -> Philosopher Alchemist or Grand Sage
- Merchant -> Guild Patriarch
- Mediator -> Charmer -> Silver-Tongued Saint
- Bard -> Virtuoso -> Maestro -> Legendary Performer
- Bard -> Spellsinger -> Choral Sage
- Bard -> Pied Piper -> Choral Sage
- Skald -> War Chief or Choral Sage
- Jester -> Legendary Performer
- Maid -> Specialist -> Guild Patriarch
- Hermit -> Contemplative -> Saint

High-Value Cross-Path Unlock Reference

Unlock Class	Typical Path Tags	Role
Battlemage	Warrior/Fighter or Warmage + Wizard/Armored Mage	Hybrid martial caster; bridge to Arcane Duelist.
Arcane Duelist	Battlemage + Duelist or Spellsword	Single-target magical duelist.
Arcane Gunsmith	Gunner + Craftsman/Artificer/Runesmith	Spell cartridge and enchanted firearms route.
Mythic Smith	Craftsman + Runesmith + Weapon/Armor Smith or Grand Artificer	Endgame legendary crafting route.
Golemancer	Tinkerer/Artificer + construct access	Bridge class into Golem Architect.
Golem Architect	Golemancer + Artificer/Magitech Engineer	Master construct creator/controller.
Reality Theorist	Grand Sage or Archmage route	Theory-based world-law manipulation.
World-Ritualist	Ritualist/Planeswalker/Grand Theurge	Large-scale ritual magic route.
World Disaster / World of Disaster	Master of Death/Eclipse/Shadow Adept routes	Catastrophic world-tier caster branch.

End of Progression Trees. Individual class entries begin below.

Basic Job Classes

Class	Cat/Cost	Req	Stats/Growth	Signature/Base	Feature 1-2	Feature 3-Capstone	Counterplay
Barbarian	Basic Job Class / 15	STR 11+ and VIT or END 11+	INT/MANA/WIS; +1 focus stat/level; milestones 1/5/10/15	World-Shaking Frenzy; Bonus Action; Cost: 12 stamina.; Enter a battle rage for 1 scene: gain +4 STR and +4 END, reduce mundane pain/bleed penalties by 2, and add Barbarian level to one melee damage roll each round. Cannot cast complex spells while active.	Skullsplitter Rush (First milestone): Next melee exchange gains +2 class pressure. On a clean hit, add relevant STR/DEX modifier + Barbarian level to damage or force a shove/disarm if fiction supports it. Pain-Eater Roar (Middle milestone): Choose offense...	Primal Overrun (Scene milestone): Control the immediate melee space. Gain +7 temporary pressure to duels, body-blocks, charge breaks, grapples, or weapon contests. Lesser foes may lose morale. World-Shaking Frenzy (Capstone): Decisive martial use: one att...	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Crusader	Basic Job Class / 15	STR 13+	STR/DEX/END; +1 focus stat/level; milestones 1/5/10/15	Oath That Will Not Break; Action; Cost: 10 stamina or 10 MP.; Declare an oathbound cause for the scene. While advancing toward that cause, gain +3 STR/WIS/CHA spread as needed, resist fear/charm pressure by class level, and mark one foe as oath-target.	Vow of Pain (First milestone): Next melee exchange gains +2 class pressure. On a clean hit, add relevant STR/DEX modifier + Crusader level to damage or force a shove/disarm if fiction supports it. Shield of Conviction (Middle milestone): Choose offense or...	Martyr Rebuke (Scene milestone): Control the immediate melee space. Gain +7 temporary pressure to duels, body-blocks, charge breaks, grapples, or weapon Mushoku x Overlord RPG — Defined Features Expansion • contests. Lesser foes may lose morale.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Defender	Basic Job Class / 15	STR 13+ or DEX 13+	INT/MANA/WIS; +1 focus stat/level; milestones 1/5/10/15	No Passage; Reaction; Cost: 8 stamina.; Interpose against an attack within reach or shield range. Reduce damage by END modifier + Defender level, and if the attack is mundane, you may stop forced movement.	Shield Hook (First milestone): Next melee exchange gains +2 class pressure. On a clean hit, add relevant STR/DEX modifier + Defender level to damage or force a shove/disarm if fiction supports it. Brace Wall (Middle milestone): Choose offense or guard. Of...	Iron Zone (Scene milestone): Control the immediate melee space. Gain +7 temporary pressure to duels, body-blocks, charge breaks, grapples, or weapon contests. Lesser foes may lose morale. No Passage (Capstone): Decisive martial use: one attack, block, due...	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Warrior	Basic Job Class	None beyond job access/training.	INT/MANA/WIS; +1 focus stat/level; milestones 1/5/10/15	Battlefield Veteran; Bonus Action; Cost: 8 stamina.; Set battle tempo for 3 rounds. Choose offense, defense, or mobility; gain +3 to the matching stat pressure and +Warrior level to one matching class action per round. Mushoku x Overlord RPG — Defined Featu...	Clean Cut Drill (First milestone): Next melee exchange gains +2 class pressure. On a clean hit, add relevant STR/DEX modifier + Warrior level to damage or force a shove/disarm if fiction supports it. Veteran Footwork (Middle milestone): Choose offense or ...	Press the Opening (Scene milestone): Control the immediate melee space. Gain +7 temporary pressure to duels, body-blocks, charge breaks, grapples, or weapon contests. Lesser foes may lose morale. Battlefield Veteran (Capstone): Decisive martial use: one a...	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Fighter	Basic Job Class / 15	STR 11+ and INT 11+	STR/DEX/END; +1 focus stat/level; milestones 1/5/10/15	Perfect Exchange; Bonus Action; Cost: 8 stamina.; Read the opponent's style. Until the scene shifts, once per round you may convert +2 STR, +2 DEX, or +2 END into attack pressure, guard pressure, or counter pressure.	Adaptive Guard (First milestone): Next melee exchange gains +2 class pressure. On a clean hit, add relevant STR/DEX modifier + Fighter level to damage or force a shove/disarm if fiction supports it. Combination Chain (Middle milestone): Choose offense or ...	Exploit Style (Scene milestone): Control the immediate melee space. Gain +7 temporary pressure to duels, body-blocks, charge breaks, grapples, or weapon contests. Lesser foes may lose morale. Perfect Exchange (Capstone): Decisive martial use: one attack, ...	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Monk	Basic Job Class / 15	DEX 13+ and Athletics 15+	STR/DEX/END; +1 focus stat/level; milestones 1/5/10/15	Monk Signature Technique; Action/bonus; 8-15 resource; Mobile unarmed class; AoE resistance and mental immunity.	Foundation: Mobile unarmed class; AoE resistance and mental immunity.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Ranger	Basic Job Class / 15	DEX 11+ and INT or WIS 11+	DEX/END/WIS; +1 focus stat/level; milestones 1/5/10/15	Master of the Hunt; Action; Cost: 8 stamina.; Name a quarry or terrain. Gain tracking certainty, ignore	Trail Sense (First milestone): One shot ignores minor range wobble and gains +2 accuracy	Kill Zone (Scene milestone): Establish a kill lane. Enemies crossing the lane suffer a reaction shot or	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.

				basic concealment in that terrain, and add Ranger level to ambush, survival, or ranged-opening checks against the quarry.	pressure. Hit deals weapon damage + DEX modifier + Ranger level. Terrain Ambush (Middle milestone): Pin, suppress, or pierce. Target either takes 2d8 + DEX modifier d...	must beat your DEX/Perception contest. Gain +7 pressure in that lane.	
Rogue	Basic Job Class / 15	DEX 11+ and Stealth 15+	INT/MANA/WIS; +1 focus stat/level; milestones 1/5/10/15	Thief's Exit; Bonus Action; Cost: 6 stamina.; Create or exploit an opening. Once this round, if the target is distracted, flanked, surprised, restrained, or deceived, add Rogue level to precision damage or escape pressure.	Cunning Slip (First milestone): Create an opening by feint, darkness, disguise, false sound, or angle change. Gain +2 Stealth/Deception pressure and may disengage or hide if cover exists. Opening Cut (Middle milestone): Exploit a distracted target. Deal p...	Shadow Puncture (Scene milestone): Rewrite position in the scene: vanish, swap places, bypass a lock, fake a retreat, or create a false target. Gain +7 pressure to escape/infiltration. Thief's Exit (Capstone): Decisive stealth use: assassinate a vulnerabl...	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Archer	Basic Job Class 15	None beyond job access/training.	DEX/END/WIS; +1 focus stat/level; milestones 1/5/10/15	Hawk-Eye Release; Action; Cost: 1 ammunition + 8 stamina.; Enter perfected firing stance. For 3 rounds, arrows gain piercing pressure, ignore minor range wobble, and add Archer level to accuracy if line of fire is clear.	Piercing Line (First milestone): One shot ignores minor range wobble and gains +2 accuracy pressure. Hit deals weapon damage + DEX modifier + Mushoku x Overlord RPG — Defined Features Expansion •		Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Knight	Basic Job Class / 15	Martial Weaponry	STR/DEX/END; +1 focus stat/level; milestones 1/5/10/15	Royal Bulwark; Action; Cost: 10 stamina.; Issue a formal challenge. One foe who understands the challenge suffers pressure to face you; allies behind you gain +2 defensive position, and you add Knight level to block/duel contests.	Guarded Advance (First milestone): Next melee exchange gains +2 class pressure. On a clean hit, add relevant STR/DEX modifier + Knight level to damage or force a shove/disarm if fiction supports it. Lance Break (Middle milestone): Choose offense or guard....	Banner Stand (Scene milestone): Control the immediate melee space. Gain +7 temporary pressure to duels, body-blocks, charge breaks, grapples, or weapon contests. Lesser foes may lose morale. Royal Bulwark (Capstone): Decisive martial use: one attack, bloc...	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Paladin	Basic Job Class / 15	WIS or CHA 11+ and Leadership 15+	INT/MANA/WIS; +1 focus stat/level; milestones 1/5/10/15	Sanctified Verdict; Action; Cost: 10 MP or holy resource.; Consecrate weapon, hand, or symbol. For 1 scene, attacks against undead/ fiends/cursed beings deal holy pressure equal to Paladin level, and one ally may receive healing equal to CHA modifier + Palad...	Lay on Hands (First milestone): Consecrate weapon, hand, or symbol. For 1 scene, attacks against undead/ fiends/cursed beings deal holy pressure equal to Paladin level, and one ally may receive healing equal to CHA modifier + Paladin level. Judgment Smite ...	Aura of Oath (Scene milestone): Scene-defining use of Paladin: gain +7 class pressure, create a clear obstacle/advantage, and force enemies to respond. Sanctified Verdict (Capstone): Decisive use of Sanctified Verdict; treat as the class peak. Bosses may ...	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Samurai	Basic Job Class / 15	DEX 11+ and Stealth 15+	STR/DEX/END; +1 focus stat/level; milestones 1/5/10/15	Honor Blade Severance; Bonus Action; Cost: 10 stamina.; Enter focused draw stance. The first clean weapon draw or committed strike this scene gains +Samurai level to speed/accuracy and may frighten weaker foes who see the stance.	Iaijutsu Draw (First milestone): Next melee exchange gains +2 class pressure. On a clean hit, add relevant STR/DEX modifier + Samurai level to damage or force a shove/disarm if fiction supports it. Focus Breath (Middle milestone): Choose offense or guard....	Dueling Cut (Scene milestone): Control the immediate melee space. Gain +7 temporary pressure to duels, body-blocks, charge breaks, grapples, or weapon contests. Lesser foes may lose morale. Honor Blade Severance (Capstone): Decisive martial use: one attac...	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Rider	Basic Job Class 15	None beyond job access/training.	INT/MANA/WIS; +1 focus stat/level; milestones 1/5/10/15	Breakthrough Gallop; Bonus Action; Cost: 8 stamina.; Synchronize with mount or vehicle. For 1 scene, mounted movement gains +20 ft, collision/charge damage adds Rider level, and dismount/knockdown pressure is reduced by END or Ride skill.	Saddle Guard (First milestone): Synchronize with mount or vehicle. For 1 scene, mounted movement gains +20 ft, collision/charge damage adds Rider level, and dismount/knockdown pressure is reduced by END or Ride skill. Cavalry Feint (Middle milestone): Upg...	Beast-Bond Charge (Scene milestone): Scene-defining use of Rider: gain +7 class pressure, create a clear obstacle/advantage, and force enemies to respond. Breakthrough Gallop (Capstone): Decisive use of Breakthrough Gallop; treat as the class peak. Bosses...	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.

Gunner	Basic Job Class / 15	DEX 11+ and WIS 11+	DEX/END/WIS; +1 focus stat/level; milestones 1/5/10/15	Gunner Signature Technique; Action/bonus; 8-15 resource; Firearms/throwing, sneak attack, focus accuracy.	Foundation: Firearms/throwing, sneak attack, focus accuracy.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Bard	Basic Job Class / 15	CHA 13+ and Performance 15+	INT/MANA/WIS; +1 focus stat/level; milestones 1/5/10/15	Grand Performance; Action; Cost: 8 MP or stamina.; Perform a battle verse. Choose courage, disruption, charm, or coordination; allies or enemies in hearing range gain the chosen pressure equal to Bard level for 3 rounds. Mushoku x Overlord RPG — Defined Fea...	Cutting Verse (First milestone): Perform a battle verse. Choose courage, disruption, charm, or coordination; allies or enemies in hearing range gain the chosen pressure equal to Bard level for 3 rounds. Rally Chorus (Middle milestone): Upgrade the signatu...	False Ending (Scene milestone): Scene-defining use of Bard: gain +7 class pressure, create a clear obstacle/advantage, and force enemies to respond. Grand Performance (Capstone): Decisive use of Grand Performance; treat as the class peak. Bosses may resis...	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Cleric	Basic Job Class / 15	WIS 13+ and Insight 15+	INT/MANA/WIS; +1 focus stat/level; milestones 1/5/10/15	Doctrine Miracle; Action; Cost: 10 MP; Invoke a doctrine. Heal, ward, turn undead, or cleanse one condition using WIS/CHA plus Cleric level; stronger curses require ritual time or higher class depth.	Blessing Hand (First milestone): Invoke a doctrine. Heal, ward, turn undead, or cleanse one condition using WIS/CHA plus Cleric level; stronger curses require ritual time or higher class depth. Turn Profane (Middle milestone): Upgrade the signature effect...		Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Sorcerer	Basic Job Class / 15	Heteromorph; INT 11+, WIS 11+, CHA 13+, or VIT/END 11+	INT/MANA/WIS; +1 focus stat/level; milestones 1/5/10/15	Inborn Arcana; Action; Cost: 10 MP.; Release innate magic without full ritual structure. One spell gains +Sorcerer level to raw output, range, or resistance-breaking pressure, but failed control causes backlash.	Bloodline Spark (First milestone): Cast or invoke the class signature effect. Add +2 spell/control pressure and relevant MANA/INT/WIS/CHA modifier. Overcast Pulse (Middle milestone): Create a persistent magical effect: ward, curse, element, illusion, spir...	Spell Surge (Scene milestone): Reshape the scene using the class theme. Area up to 20 ft basic, 40 ft advanced, or 60+ ft master. Damage/control starts at 2d8 + relevant magic stat.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Druid	Basic Job Class / 15	WIS 13+ or VIT/END 13+, and Survival 15+	WIS/CHA/MANA; +1 focus stat/level; milestones 1/5/10/15	Green Dominion; Action; Cost: 10 MP.; Bind local nature for 1 scene. Plants, beasts, weather, or terrain provide cover/control/healing pressure equal to Druid level if the environment can support it.	Root Snare (First milestone): Cast or invoke the class signature effect. Add +2 spell/control pressure and relevant MANA/INT/WIS/CHA modifier. Beast Whisper (Middle milestone): Create a persistent magical effect: ward, curse, element, illusion, spirit, or...	Raincall Ward (Scene milestone): Reshape the scene using the class theme. Area up to 20 ft basic, 40 ft advanced, or 60+ ft master. Damage/control starts at 2d8 + relevant magic stat. Green Dominion (Capstone): Decisive magical use: bypass one ordinary li...	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Warlock	Basic Job Class / 15	Humanoid; CHA 11+	INT/MANA/WIS; +1 focus stat/level; milestones 1/5/10/15	Patron's Due; Action; Cost: 10 MP + pact strain.; Call pact authority. Gain one forbidden effect—curse, blast, bargain, summon spark, or knowledge—scaled by Warlock level; repeated use raises pact debt.	Hex Mark (First milestone): Cast or invoke the class signature effect. Add +2 spell/control pressure and relevant MANA/INT/WIS/CHA modifier. Mushoku x Overlord RPG — Defined Features Expansion •		Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Artificer	Basic Job Class / 15	Craftsman	INT/MANA/WIS; +1 focus stat/level; milestones 1/5/10/15	Prototype Breakthrough; Action; Cost: 8 MP + tool access.; Rapidly empower a device, weapon, or tool for 1 scene. It gains +Artificer level to function, damage, defense, or utility, but may require maintenance afterward.	Infuse Gear (First milestone): Rapidly empower a device, weapon, or tool for 1 scene. It gains +Artificer level to function, damage, defense, or utility, but may require maintenance afterward. Field Mechanism (Middle milestone): Upgrade the signature effe...	Arcane Relay (Scene milestone): Scene-defining use of Artificer: gain +7 class pressure, create a clear obstacle/advantage, and force enemies to respond. Prototype Breakthrough (Capstone): Decisive use of Prototype Breakthrough; treat as the class peak. B...	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.

Alchemist	Basic Job Class / 15	Any Spellcasting and Alchemy 11+	INT/DEX/MANA; +1 focus stat/level; milestones 1/5/10/15	Perfected Formula; Action; Cost: reagent + 8 MP/stamina.; Use a prepared reagent. Create acid, smoke, healing tonic, flash, solvent, poison, or enhancer scaled by Alchemist level; no reagent means weaker effect.	Catalyst Splash (First milestone): Use a prepared reagent. Create acid, smoke, healing tonic, flash, solvent, poison, or enhancer scaled by Alchemist level; no reagent means weaker effect. Quick Tonic (Middle milestone): Upgrade the signature effect with ...	Volatile Mix (Scene milestone): Scene-defining use of Alchemist: gain +7 class pressure, create a clear obstacle/advantage, and force enemies to respond. Perfected Formula (Capstone): Decisive use of Perfected Formula; treat as the class peak. Bosses may ...	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Commander	Basic Job Class 15	None beyond job access/training.	CHA/WIS/INT; +1 focus stat/level; milestones 1/5/10/15	Commanding Presence; Action; Cost: 8 stamina.; Issue a tactical order to allies who can understand you. One ally gains immediate reposition, focus, or defensive pressure equal to Commander level.	Formation Call (First milestone): Issue a tactical order to allies who can understand you. One ally gains immediate reposition, focus, or defensive pressure equal to Commander level. Focus Fire (Middle milestone): Upgrade the signature effect with +5 clas...		Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Scholar	Basic Job Class 15	None beyond job access/training.	STR/DEX/END; +1 focus stat/level; milestones 1/5/10/15	Correct Answer; Action; Cost: none or 4 MP.; Analyze a subject, monster, spell, ruin, law, or custom. Ask the bot for one reliable fact plus Scholar level worth of tactical context if evidence exists.	Pattern Recognition (First milestone): Grant an ally, party, patient, audience, or plan +2 pressure toward the intended result. Requires valid communication/tools/evidence. Reference Recall (Middle milestone): Solve a tactical/social/support problem: rall...	Theory Lock (Scene milestone): Define the scene advantage: formation, song, evidence, treatment, logistics, plan, or ritual. Allies gain +7 pressure to the chosen objective.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Wizard	Basic Job Class / 15	INT 11+ and Arcana 15+	INT/MANA/WIS; +1 focus stat/level; milestones 1/5/10/15	Spellbook Authority; Action; Cost: spell MP cost.; Cast through prepared formula. A prepared spell gains stability equal to Wizard level, reducing interruption, miscast, or identification difficulty.	Formula Cast (First milestone): Cast through prepared formula. A prepared spell gains stability equal to Wizard level, reducing interruption, miscast, or identification difficulty. Counter-Script (Middle milestone): Upgrade the signature effect with +5 cl...	Prepared Variation (Scene milestone): Scene-defining use of Wizard: gain +7 class pressure, create a clear obstacle/advantage, and force enemies to respond. Spellbook Authority (Capstone): Decisive use of Spellbook Authority; treat as the class peak. Boss...	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Priest	Basic Job Class / 15	WIS 15+ or CHA 15+, and Religion 15+	WIS/CHA/MANA; +1 focus stat/level; milestones 1/5/10/15	Consecrated Rite; Action; Cost: 8 MP.; Perform a sacred rite. Heal, bless, sanctify, or repel profane forces with WIS/CHA + Priest level; works best through a recognized faith or shrine.	Minor Rite (First milestone): Cast or invoke the class signature effect. Add +2 spell/control pressure and relevant MANA/INT/WIS/CHA modifier. Sacred Water (Middle milestone): Create a persistent magical effect: ward, curse, element, illusion, spirit, or ...	Sanctuary Word (Scene milestone): Reshape the scene using the class theme. Area up to 20 ft basic, 40 ft advanced, or 60+ ft master. Damage/control starts at 2d8 + relevant magic stat. Consecrated Rite (Capstone): Decisive magical use: bypass one ordinary...	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Shaman	Basic Job Class / 15	VIT or END 13+ and Medicine 15+	INT/MANA/WIS; +1 focus stat/level; milestones 1/5/10/15	Spirit Compact; Action; Cost: 8 MP.; Invoke a local spirit, ancestor, beast-soul, or omen. Gain guidance, warding, curse pressure, or terrain sense equal to Shaman level.	Spirit Call (First milestone): Cast or invoke the class signature effect. Add +2 spell/control pressure and relevant MANA/INT/WIS/CHA modifier.		Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Hermit	Basic Job Class 15	None beyond job access/training.	STR/DEX/END; +1 focus stat/level; milestones 1/5/10/15	Still Mountain Mind; Action; Cost: 6 stamina/MP.; Withdraw into focused solitude even in danger. Remove noise, fear, or social pressure; gain Hermit level to perception, survival, or meditation recovery.	Silent Breath (First milestone): Grant an ally, party, patient, audience, or plan +2 pressure toward the intended result. Requires valid communication/tools/evidence. Hidden Camp (Middle	One-Thought Focus (Scene milestone): Define the scene advantage: formation, song, evidence, treatment, logistics, plan, or ritual. Allies gain +7 pressure to the chosen objective. Still Mountain Mind (Capstone):	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.

					milestone): Solve a tactical/social/support problem: rally, command,...	Decisive support use: cancel a rout, reveal...	
Doctor	Basic Job Class 15Craftsman -> Artificer -> Magitech Engineer -> Grand Artificer • Craftsman -> Runesmith -> Mythic Smith • Weapon Smith -> Craftsman -> Mythic Smith • Armor Smith -> Craftsman -> Mythic Smith • Gunner -> Arcane Gunsmith -> Mythic Smith or Siege Saint • Tinkerer -> Artificer -> Golemancer -> Golem Architect • Golemancer -> Master Architect or Golem Architect • Alchemist -> Potion Master -> Grand Alchemist -> Philosopher Alchemist • Alchemist -> Mutagenist -> Philosopher Alchemist • Doctor -> Pharmacist -> Healer or Poison Maker • Poison Maker -> Assassin or Deathblade • Craftsman -> Master Chef -> Guild Patriarch • Specialist -> Master Architect or Guild Patriarch	None beyond job access/training.	INT/DEX/MANA; +1 focus stat/level; milestones 1/5/10/15	Life-Saving Procedure; Action; Cost: medical kit or 6 MP; Treat injury, poison, fever, bleeding, or shock. Restore HP or suppress injury penalties by Doctor level + Medicine skill; surgery requires time/tools.	Field Dressing (First milestone): Grant an ally, party, patient, audience, or plan +2 pressure toward the intended result. Requires valid communication/tools/evidence. Poison Cut (Middle milestone): Solve a tactical/social/support problem: rally, command,...	Crisis Diagnosis (Scene milestone): Define the scene advantage: formation, song, evidence, treatment, logistics, plan, or ritual. Allies gain +7 pressure to the chosen objective. Life-Saving Procedure (Capstone): Decisive support use: cancel a rout, reveal...	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.

Merchant	Basic Job Class / 15	CHA 11+ and Persuasion or Profession: Merchant 15+	CHA/WIS/INT; +1 focus stat/level; milestones 1/5/10/15	Market Authority; Action; Cost: social scene.; Leverage price, credit, supply, or reputation. Gain Merchant level to bargaining, procurement, appraisals, bribes, or finding rare stock.	Hard Bargain (First milestone): Grant an ally, party, patient, audience, or plan +2 pressure toward the intended result. Requires valid communication/tools/evidence. Supply Contact (Middle milestone): Solve a tactical/social/support problem: rally, command...	Debt Ledger (Scene milestone): Define the scene advantage: formation, song, evidence, treatment, logistics, plan, or ritual. Allies gain +7 pressure to the chosen objective. Market Authority (Capstone): Decisive support use: cancel a rout, reveal the key ...	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Maid	Basic Job Class	None beyond job access/training.	STR/DEX/END; +1 focus stat/level; milestones 1/5/10/15	Invisible Excellence; Action; Cost: 6 stamina.; Perform flawless service under pressure. Clean, prepare, guard, distract, carry, arrange, or support a scene; gain Maid level to unnoticed competence and household/social access.	Silent Service (First milestone): Grant an ally, party, patient, audience, or plan +2 pressure toward the intended result. Requires valid communication/tools/evidence. Perfect Preparation (Middle milestone): Solve a tactical/social/support problem: rally, ...	Emergency Housekeeping (Scene milestone): Define the scene advantage: formation, song, evidence, treatment, logistics, plan, or ritual. Allies gain +7 pressure to the chosen objective. Invisible Excellence (Capstone): Decisive support use: cancel a rout, ...	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Armor Smith	Basic Job Class	None beyond job access/training.	INT/MANA/WIS; +1 focus stat/level; milestones 1/5/10/15	Masterwork Shell; Action; Cost: forge/tools + materials.; Repair, fit, or reinforce armor. Add Armor Smith level to durability, fit, or damage-reduction quality until the next major repair cycle.	Field Patch (First milestone): Repair, fit, or reinforce armor. Add Armor Smith level to durability, fit, or damage-reduction quality until the next major repair cycle. Reinforced Plate (Middle milestone): Upgrade the signature effect with +5 class pressure...		Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Weapon Smith	Basic Job Class	None beyond job access/training.	INT/DEX/MANA; +1 focus stat/level; milestones 1/5/10/15	Masterwork Weapon; Action; Cost: forge/tools + materials.; Repair, sharpen, balance, or improve a weapon. Add Weapon Smith level to reliability, edge, impact, or special-material handling.	Keen Edge (First milestone): Repair, sharpen, balance, or improve a weapon. Add Weapon Smith level to reliability, edge, impact, or special-material handling. Balance Grip (Middle milestone): Upgrade the signature effect with +5 class pressure and one second...	Temper Strike (Scene milestone): Scene-defining use of Weapon Smith: gain +7 class pressure, create a clear obstacle/advantage, and force enemies to Mushoku x Overlord RPG — Defined Features Expansion ● respond.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Miko	Basic Job Class	None beyond job access/training.	INT/MANA/WIS; +1 focus stat/level; milestones 1/5/10/15	Sacred Boundary; Action; Cost: 8 MP.; Channel shrine purity through dance, prayer, talisman, or ward. Sense/repel spirits, curses, and impurity using WIS/CHA + Miko level.	Purifying Dance (First milestone): Cast or invoke the class signature effect. Add +2 spell/control pressure and relevant MANA/INT/WIS/CHA modifier. Ofuda Seal (Middle milestone): Create a persistent magical effect: ward, curse, element, illusion, spirit, ...	Shrine Bell (Scene milestone): Reshape the scene using the class theme. Area up to 20 ft basic, 40 ft advanced, or 60+ ft master. Damage/control starts at 2d8 + relevant magic stat. Sacred Boundary (Capstone): Decisive magical use: bypass one ordinary limit...	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Medium	Basic Job Class	None beyond job access/training.	INT/MANA/WIS; +1 focus stat/level; milestones 1/5/10/15	True Seance; Action; Cost: 8 MP.; Open a controlled channel to a spirit, ghost, ancestor, or lingering memory. Ask one question or draw one omen, resisted by hostile spirits.	Spirit Trance (First milestone): Cast or invoke the class signature effect. Add +2 spell/control pressure and relevant MANA/INT/WIS/CHA modifier. Voice of the Dead (Middle milestone): Create a persistent magical effect: ward, curse, element, illusion, spirit...	Possession Ward (Scene milestone): Reshape the scene using the class theme. Area up to 20 ft basic, 40 ft advanced, or 60+ ft master. Damage/control starts at 2d8 + relevant magic stat. True Seance (Capstone): Decisive magical use: bypass one ordinary limit...	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Illusionist	Basic Job Class / 10	Illusion specialization	INT/MANA/WIS; +1 focus stat/level; milestones 1/5/10/15	Perfect Deception; Action; Cost: 8 MP.; Create a sensory falsehood. Visual/sound/scent/touch detail scales with Illusionist	False Image (First milestone): Cast or invoke the class signature effect. Add +2 spell/control pressure and relevant		Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.

				level; direct damage is false unless paired with another class.	MANA/INT/WIS/CHA modifier. Mirror Step (Middle milestone): Create a persistent magical effect: ward, curse, element, illusion, spirit, or ...		
Gazer	Basic Job Class	None beyond job access/training.	INT/MANA/WIS; +1 focus stat/level; milestones 1/5/10/15	Eye of Revelation; Action; Cost: 8 MP.; Focus magical sight. Detect mana, curses, lies, hidden doors, active spells, or weak points; range and detail scale with Gazer level.	Mana Sight (First milestone): Cast or invoke the class signature effect. Add +2 spell/control pressure and relevant MANA/INT/WIS/CHA modifier. Weak Point Glare (Middle milestone): Create a persistent magical effect: ward, curse, element, illusion, spirit,...	Piercing Gaze (Scene milestone): Reshape the scene using the class theme. Area up to 20 ft basic, 40 ft advanced, or 60+ ft master. Damage/control starts at 2d8 + relevant magic stat. Eye of Revelation (Capstone): Decisive magical use: bypass one ordinary...	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Fixer	Basic Job Class	None beyond job access/training.	INT/DEX/MANA; +1 focus stat/level; milestones 1/5/10/15	Problem Solved; Action; Cost: social scene or downtime.; Arrange a solution through contacts, blackmail, favors, logistics, or quiet violence. Add Fixer level to making problems disappear.	Quiet Contact (First milestone): Create an opening by feint, darkness, disguise, false sound, or angle change. Gain +2 Stealth/Deception pressure and may disengage or hide if cover exists. Loose End (Middle milestone): Exploit a distracted target. Deal pr...	Clean Exit (Scene milestone): Rewrite position in the scene: vanish, swap places, bypass a lock, fake a retreat, or create a false target. Gain +7 pressure to escape/infiltration. Problem Solved (Capstone): Decisive stealth use: assassinate a vulnerable n...	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Squire	Basic Job Class / 15	Total Level 30 or below	STR/DEX/END; +1 focus stat/level; milestones 1/5/10/15	Squire Signature Technique; Action/bonus; 8-15 resource; Trial martial class; can exchange levels later.	Foundation: Trial martial class; can exchange levels later.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Apprentice	Basic Job Class / 15	Total Level 30 or below	INT/MANA/WIS; +1 focus stat/level; milestones 1/5/10/15	Apprentice Signature Technique; Action/bonus; 8-15 resource; Trial caster class; broad magic at double mana cost; can exchange later.	Foundation: Trial caster class; broad magic at double mana cost; can exchange later.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Boxer	Basic Job Class / 15	STR 13+ and VIT or END 13+	STR/DEX/END; +1 focus stat/level; milestones 1/5/10/15	Boxer Signature Technique; Action/bonus; 8-15 resource; Lethal unarmed strikes, faster unarmed attacks, hit chains.	Foundation: Lethal unarmed strikes, faster unarmed attacks, hit chains.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Wrestler	Basic Job Class / 15	STR 13+ and DEX 13+	STR/DEX/END; +1 focus stat/level; milestones 1/5/10/15	Wrestler Signature Technique; Action/bonus; 8-15 resource; Grappling specialist with control effects.	Foundation: Grappling specialist with control effects.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Hunter	Basic Job Class / 15	DEX 13+	INT/MANA/WIS; +1 focus stat/level; milestones 1/5/10/15	Hunter Signature Technique; 8-15 resource; Ranged tracker; living target detection; damage vs lower-level creatures.	Foundation: Ranged tracker; living target detection; damage vs lower-level creatures.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Weapon-Thrower	Basic Job Class / 15	STR 11+ and DEX 13+	STR/DEX/END; +1 focus stat/level; milestones 1/5/10/15	Weapon-Thrower Signature Technique; Action/bonus; 8-15 resource; Thrown weapon range, critical chance, movement accuracy.	Foundation: Thrown weapon range, critical chance, movement accuracy.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Cavalier	Basic Job Class / 15	STR 11+ and Ride 15+	DEX/END/WIS; +1 focus stat/level; milestones 1/5/10/15	Cavalier Signature Technique; Action/bonus; 8-15 resource; Mounted martial class, mount scaling, charge knockouts.	Foundation: Mounted martial class, mount scaling, charge knockouts.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.

Dragoon	Basic Job Class / 15	STR 13+ or DEX 13+, and Jump 15+	DEX/END/WIS; +1 focus stat/level; milestones 1/5/10/15	Dragoon Signature Technique; Action/bonus; 8-15 resource; Jump attacks, fall mitigation, block-piercing sunder.	Foundation: Jump attacks, fall mitigation, block-piercing sunder.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Shieldbearer	Basic Job Class / 15	STR 13+ and VIT or END 13+	STR/DEX/END; +1 focus stat/level; milestones 1/5/10/15	Shieldbearer Signature Technique; Action/bonus; 8-15 resource; Greatshield specialist; dual shields and anti-bypass defense.	Foundation: Greatshield specialist; dual shields and anti-bypass defense.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Athlete	Basic Job Class / 15	DEX 11+ and VIT or END 13+	STR/DEX/END; +1 focus stat/level; milestones 1/5/10/15	Athlete Signature Technique; Action/bonus; 8-15 resource; High-speed movement class across environments.	Foundation: High-speed movement class across environments.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Pickpocket	Basic Job Class / 15	DEX 13+ and Sleight of Hand 15+	DEX/END/WIS; +1 focus stat/level; milestones 1/5/10/15	Pickpocket Signature Technique; Action/bonus; 8-15 resource; Theft, anti-grapple, passive stealth.	Foundation: Theft, anti-grapple, passive stealth.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Tinkerer	Basic Job Class / 15	INT 11+ and WIS 11+	INT/DEX/MANA; +1 focus stat/level; milestones 1/5/10/15	Tinkerer Signature Technique; Action/bonus; 8-15 resource; Clockwork constructs, firearms, repair, daily construct horde.	Foundation: Clockwork constructs, firearms, repair, daily construct horde.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.

Advanced Job Classes

Class	Cat/Cost	Req	Stats/Growth	Signature/Base	Feature 1-2	Feature 3-Capstone	Counterplay
Ninja	Advanced Job Class / 10	Assassin	INT/DEX/MANA; +1 two focus stats/level; milestones 1/3/5/10	Nightfall Assassination; Bonus Action; Cost: 8 stamina or smoke item.; Vanish through misdirection. Until your next turn, gain stealth pressure equal to Ninja level, leave a false line of approach, and your next strike may apply poison, silence, or blind pr...	Smoke Step (First milestone): Create an opening by feint, darkness, disguise, false sound, or angle change. Gain +4 Stealth/Deception pressure and may disengage or hide if cover exists. Needle Cut (Middle milestone): Exploit a distracted target. Deal prec...	Decoy Body (Scene milestone): Rewrite position in the scene: vanish, swap places, bypass a lock, fake a retreat, or create a false target. Gain +8 pressure to escape/infiltration. Nightfall Assassination (Capstone): Decisive stealth use: assassinate a vul...	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Executioner	Advanced Job Class	Requires suitable prior class depth/training.	INT/MANA/WIS; +1 two focus stats/level; milestones 1/3/5/10	Final Sentence; Action; Cost: 10 stamina.; Mark a condemned target below full health, restrained, prone, guilty by law, or defeated in morale. Your next finishing strike adds Executioner level to damage and fear pressure.	Headman's Step (First milestone): Create an opening by feint, darkness, disguise, false sound, or angle change. Gain +4 Stealth/Deception pressure and may disengage or hide if cover exists. Sentence Brand (Middle milestone): Exploit a distracted target. ...	Kneel Command (Scene milestone): Rewrite position in the scene: vanish, swap places, bypass a lock, fake a retreat, or create a false target. Gain +8 pressure to escape/infiltration. Final Sentence (Capstone): Decisive stealth use: assassinate a vulnerabl...	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Berserker	Advanced Job Class / 10	Rage ability or Barbarian; VIT/END 15+	INT/MANA/WIS; +1 two focus stats/level; milestones 1/3/5/10	Red Ruin Frenzy; Bonus Action; Cost: 18 stamina.; Enter reckless slaughter state. Gain +6 STR, ignore fear and pain penalties, and add Berserker level to melee damage, but defense and tactical reasoning suffer.	Blood Rush (First milestone): Next melee exchange gains +4 class pressure. On a clean hit, add relevant STR/DEX modifier + Berserker level to damage or force a shove/disarm if fiction supports it. Bone-Cracker (Middle milestone): Choose offense or guard. ...	Unstoppable Howl (Scene milestone): Control the immediate melee space. Gain +8 temporary pressure to duels, body-blocks, charge breaks, grapples, or weapon contests. Lesser foes may lose morale. Red Ruin Frenzy (Capstone): Decisive martial use: one attack...	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Raider	Advanced Job Class	Requires suitable prior class depth/training.	DEX/END/WIS; +1 two focus stats/level; milestones 1/3/5/10	Raid King's Momentum; Action; Cost: 14 stamina.; Exploit chaos, breach, theft, and mobility. Gain Raider level to ambush, plunder.	Breach Kick (First milestone): Next melee exchange gains +4 class pressure. On a clean hit, add relevant STR/DEX	Torchline Panic (Scene milestone): Control the immediate melee space. Gain +8 temporary pressure to duels, body-blocks,	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.

				escape, or surprise attacks during raids or disorder.	modifier + Raider level to damage or force a shove/disarm if fiction supports it. Loot and Move (Middle milestone): Choose offense or guard. O...	charge breaks, grapples, or weapon contests. Lesser foes may lose morale. Raid King's Momentum (Capstone): Decisive martial use: one at...	
Templar	Advanced Job Class / 10	Martial Weaponry and Divine Spellcasting	STR/DEX/END; +1 two focus stats/level; milestones 1/3/5/10	Temple Bulwark; Action; Cost: 15 MP/stamina.; Raise a sacred battle standard. Allies within 20 ft gain resistance to fear/profane pressure and +Templar level to holding formation.	Sanctified Guard (First milestone): Next melee exchange gains +4 class pressure. On a clean hit, add relevant STR/DEX modifier + Templar level to damage or force a shove/disarm if fiction supports it. Zeal Charge (Middle milestone): Choose offense or guar...		Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Holy Avenger	Advanced Job Class	Requires suitable prior class depth/training.	INT/MANA/WIS; +1 two focus stats/level; milestones 1/3/5/10	Heaven's Pursuit; Action; Cost: 18 MP.; Name an evil, undead, fiend, cursed, or oath-breaking target. Your attacks and holy skills gain +Holy Avenger level against it for 1 scene.	Radiant Pursuit (First milestone): Next melee exchange gains +4 class pressure. On a clean hit, add relevant STR/DEX modifier + Holy Avenger level to damage or force a shove/disarm if fiction supports it. Cleansing Strike (Middle milestone): Choose offens...	Sin-Breaker Mark (Scene milestone): Control the immediate melee space. Gain +8 temporary pressure to duels, body-blocks, charge breaks, grapples, or weapon contests. Lesser foes may lose morale. Heaven's Pursuit (Capstone): Decisive martial use: one attac...	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Guardian	Advanced Job Class	Requires suitable prior class depth/training.	STR/DEX/END; +1 two focus stats/level; milestones 1/3/5/10	Last Guardian Wall; Reaction; Cost: 14 stamina.; Take a hit, status effect, grapple, or forced movement meant for an ally within reach. Reduce impact by Guardian level + END modifier.	Bodyguard Swap (First milestone): Next melee exchange gains +4 class pressure. On a clean hit, add relevant STR/DEX modifier + Guardian level to damage or force a shove/disarm if fiction supports it. Covering Guard (Middle milestone): Choose offense or gu...	Anchor Stance (Scene milestone): Control the immediate melee space. Gain +8 temporary pressure to duels, body-blocks, charge breaks, grapples, or weapon contests. Lesser foes may lose morale. Last Guardian Wall (Capstone): Decisive martial use: one attack...	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Shield Master	Advanced Job Class	Requires suitable prior class depth/training.	STR/DEX/END; +1 two focus stats/level; milestones 1/3/5/10	Immovable Aegis; Reaction; Cost: 14 stamina.; Turn shield into a battlefield object. Block line attacks, bash, pin, or create cover; add Shield Master level to block contests.	Shield Bash Lock (First milestone): Next melee exchange gains +4 class pressure. On a clean hit, add relevant STR/DEX modifier + Shield Master level to damage or force a shove/disarm if fiction supports it. Arrow Roof (Middle milestone): Choose offense or...	Aegis Turn (Scene milestone): Control the immediate melee space. Gain +8 temporary pressure to duels, body-blocks, charge breaks, grapples, or weapon contests. Lesser foes may lose morale. Immovable Aegis (Capstone): Decisive martial use: one attack, bloc...	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Weapon Master	Advanced Job Class	Requires suitable prior class depth/training.	STR/DEX/END; +1 two focus stats/level; milestones 1/3/5/10	True Weapon Form; Bonus Action; Cost: 14 stamina.; Choose one mastered weapon. For 1 scene, add Weapon Master level to specialized attacks, parries, binds, or disarms using that weapon.	Weapon Bind (First milestone): Next melee exchange gains +4 class pressure. On a clean hit, add relevant STR/DEX modifier + Weapon Master level to damage or force a shove/disarm if fiction supports it. Perfect Grip (Middle milestone): Choose offense or gu...	Style Break (Scene milestone): Control the immediate melee space. Gain +8 temporary pressure to duels, body-blocks, charge breaks, grapples, or weapon contests. Lesser foes may lose morale. True Weapon Form (Capstone): Decisive martial use: one attack, bl...	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Duelist	Advanced Job Class	Requires suitable prior class depth/training.	DEX/END/WIS; +1 two focus stats/level; milestones 1/3/5/10	One-on-One Verdict; Bonus Action; Cost: 12 stamina.; Claim a duel space around one foe. In that space, add Duelist level to initiative, footwork, feints, and single-target counters.	Measure Step (First milestone): Next melee exchange gains +4 class pressure. On a clean hit, add relevant STR/DEX modifier + Duelist level to damage or force a shove/disarm if fiction supports it. Riposte Line	Killing Angle (Scene milestone): Control the immediate melee space. Gain +8 temporary pressure to duels, body-blocks, charge breaks, grapples, or weapon contests. Lesser foes may lose morale.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.

					(Middle milestone): Choose offense or guard. ...		
Assassin	Advanced Job Class / 10	Sneak Attack or Stealth 30+	INT/DEX/MANA; +1 two focus stats/level; milestones 1/3/5/10	Assassination Window; Action; Cost: 16 stamina or poison.; Prepare a kill vector. If target is unaware, helpless, poisoned, or isolated, your next strike adds Assassin level to lethal pressure and condition severity.	Death Prep (First milestone): Create an opening by feint, darkness, disguise, false sound, or angle change. Gain +4 Stealth/Deception pressure and may disengage or hide if cover exists. Vein Needle (Middle milestone): Exploit a distracted target. Deal pre...	Silent Entry (Scene milestone): Rewrite position in the scene: vanish, swap places, bypass a lock, fake a retreat, or create a false target. Gain +8 pressure to escape/infiltration. Assassination Window (Capstone): Decisive stealth use: assassinate a vulner...	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Shadow Walker	Advanced Job Class	Requires suitable prior class depth/training.	INT/MANA/WIS; +1 two focus stats/level; milestones 1/3/5/10	Walk Between Shadows; Bonus Action; Cost: 14 stamina/MP.; Step through darkness, cover, smoke, crowds, or blind spots. Reposition up to 30 ft if a shadow path exists; add class level to stealth contests. Mushoku x Overlord RPG — Defined Features Expansion C...	Black Step (First milestone): Create an opening by feint, darkness, disguise, false sound, or angle change. Gain +4 Stealth/Deception pressure and may disengage or hide if cover exists. Umbral Veil (Middle milestone): Exploit a distracted target. Deal pre...	No Witness (Scene milestone): Rewrite position in the scene: vanish, swap places, bypass a lock, fake a retreat, or create a false target. Gain +8 pressure to escape/infiltration. Walk Between Shadows (Capstone): Decisive stealth use: assassinate a vulner...	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Beast Tamer	Advanced Job Class / 10	Nature Spellcasting and Survival 30+	STR/DEX/END; +1 two focus stats/level; milestones 1/3/5/10	Alpha Command; Action; Cost: 10 MP/stamina.; Command, calm, bond, or direct a beast/monster companion. Companion gains +Beast Tamer level to one action this round.	Dominance Call (First milestone): Command, calm, bond, or direct a beast/monster companion. Companion gains +Beast Tamer level to one action this round. Pack Signal (Middle milestone): Upgrade the signature effect with +7 class pressure and one secondary ...	Beast Guard (Scene milestone): Scene-defining use of Beast Tamer: gain +8 class pressure, create a clear obstacle/advantage, and force enemies to respond. Alpha Command (Capstone): Decisive use of Alpha Command; treat as the class peak. Bosses may resist ...	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Arcane Archer	Advanced Job Class	Requires suitable prior class depth/training.	INT/MANA/WIS; +1 two focus stats/level; milestones 1/3/5/10	Mystic Arrowfall; Action; Cost: arrow + spell MP.; Imbue a shot with a spell shape. Arrow carries elemental, binding, illusion, or seeking effect scaled by Arcane Archer level and spell tier.	Spellshot (First milestone): One shot ignores minor range wobble and gains +4 accuracy pressure. Hit deals weapon damage + DEX modifier + Arcane Archer level. Binding Arrow (Middle milestone): Pin, suppress, or pierce. Target either takes 3d8 + DEX modifi...	Seeker Arc (Scene milestone): Establish a kill lane. Enemies crossing the lane suffer a reaction shot or must beat your DEX/Perception contest. Gain +8 pressure in that lane. Mystic Arrowfall (Capstone): Decisive shot: ignore mundane armor/cover below tot...	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Iron Body	Advanced Job Class	Requires suitable prior class depth/training.	INT/MANA/WIS; +1 two focus stats/level; milestones 1/3/5/10	Living Fortress Body; Bonus Action; Cost: 14 stamina.; Harden flesh, bone, and posture. Gain +6 END for 3 rounds, reduce mundane damage by Iron Body level, but movement is reduced.	Stone Muscle (First milestone): Next melee exchange gains +4 class pressure. On a clean hit, add relevant STR/DEX modifier + Iron Body level to damage or force a shove/disarm if fiction supports it. Pain Lock (Middle milestone): Choose offense or guard. O...	Bone Root (Scene milestone): Control the immediate melee space. Gain +8 temporary pressure to duels, body-blocks, charge breaks, grapples, or weapon contests. Mushoku x Overlord RPG — Defined Features Expansion • Lesser foes may lose morale.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Sniper	Advanced Job Class / 10	Ranged Weaponry and Perception 30+	DEX/END/WIS; +1 two focus stats/level; milestones 1/3/5/10	One Shot, One Death; Action; Cost: ammunition + 16 stamina.; Spend a round lining up a shot. Next ranged attack gains +Sniper level to accuracy, ignores one cover step, and can target limbs/equipment.	Breath Hold (First milestone): One shot ignores minor range wobble and gains +4 accuracy pressure. Hit deals weapon damage + DEX modifier + Sniper level. Range Dial (Middle milestone): Pin, suppress, or pierce. Target either takes 3d8 + DEX modifier damag...	Weak Point Shot (Scene milestone): Establish a kill lane. Enemies crossing the lane suffer a reaction shot or must beat your DEX/Perception contest. Gain +8 pressure in that lane. One Shot, One Death (Capstone): Decisive shot: ignore mundane armor/cover b...	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Single Blow	Advanced Job Class	Requires suitable prior class depth/training.	INT/MANA/WIS; +1 two focus stats/level; milestones 1/3/5/10	One-Cut Finish; Action; Cost: 18 stamina.; Commit everything into one strike. Add Single Blow level +	Gathering Breath (First milestone): Next melee exchange gains +4 class pressure. On a clean hit,	Armor Splitter (Scene milestone): Control the immediate melee space. Gain +8 temporary pressure	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.

				relevant stat modifier to damage/guard break, but miss or block causes recovery penalty. Mushoku x Overlord RPG — Defined Features Expansion Concrete Techn...	add relevant STR/DEX modifier + Single Blow level to damage or force a shove/disarm if fiction supports it. Limit Strike (Middle milestone): Choose offense or...	to duels, body-blocks, charge breaks, grapples, or weapon contests. Lesser foes may lose morale. One-Cut Finish (Capstone): Decisive martial use: one attack, b...	
Dark Knight	Advanced Job Class	Requires suitable prior class depth/training.	WIS/CHA/MANA; +1 two focus stats/level; milestones 1/3/5/10	Abyssal Onslaught; Bonus Action; Cost: 14 MP/stamina.; Shroud weapon and armor in dark resolve. Gain +5 STR/END, add class level as dark pressure, and suffer holy vulnerability while active.	Dread Slash (First milestone): Next melee exchange gains +4 class pressure. On a clean hit, add relevant STR/DEX modifier + Dark Knight level to damage or force a shove/disarm if fiction supports it. Black Guard (Middle milestone): Choose offense or guard...	Terror Challenge (Scene milestone): Control the immediate melee space. Gain +8 temporary pressure to duels, body-blocks, charge breaks, grapples, or weapon contests. Lesser foes may lose morale. Abyssal Onslaught (Capstone): Decisive martial use: one atta...	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Armored Mage	Advanced Job Class	Requires suitable prior class depth/training.	INT/MANA/WIS; +1 two focus stats/level; milestones 1/3/5/10	Arcane Fortress Shell; Bonus Action; Cost: 16 MP.; Stabilize casting inside armor. For 1 scene, reduce armor casting penalties by Armored Mage level and reinforce armor with magical guard.	Plate Casting (First milestone): Next melee exchange gains +4 class pressure. On a clean hit, add relevant STR/DEX modifier + Armored Mage level to damage or force a shove/disarm if fiction supports it. Runic Guard (Middle milestone): Choose offense or gu...	Mage Tank Step (Scene milestone): Control the immediate melee space. Gain +8 temporary pressure to duels, body-blocks, charge breaks, grapples, or weapon contests. Lesser foes may lose morale.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Knight of Niflheim	Advanced Job Class	Requires suitable prior class depth/training.	STR/DEX/END; +1 two focus stats/level; milestones 1/3/5/10	Niflheim Whiteout; Action; Cost: 18 MP/stamina.; Unleash freezing knight aura. Terrain chills, movement slows, and weapon hits add ice pressure equal to class level.	Frost Lance (First milestone): Next melee exchange gains +4 class pressure. On a clean hit, add relevant STR/DEX modifier + Knight of Niflheim level to damage or force a shove/disarm if fiction supports it. Rime Armor (Middle milestone): Choose offense or...	Winter Challenge (Scene milestone): Control the immediate melee space. Gain +8 temporary pressure to duels, body-blocks, charge breaks, grapples, or weapon contests. Lesser foes may lose morale. Niflheim Whiteout (Capstone): Decisive martial use: one atta...	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Valkyrie	Advanced Job Class / 15	STR 11+ and WIS 11+	STR/DEX/END; +1 two focus stats/level; milestones 1/3/5/10	Ride of the Slain; Action; Cost: 18 MP/stamina.; Invoke chooser-of-the-slain authority. Mark dying allies/foes, fly or leap into battle, and add Valkyrie level to rescue, execute, or rally actions.	Spear Descent (First milestone): Next melee exchange gains +4 class pressure. On a clean hit, add relevant STR/DEX modifier + Valkyrie level to damage or force a Mushoku x Overlord RPG — Defined Features Expansion •		Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Skald	Advanced Job Class	Requires suitable prior class depth/training.	STR/DEX/END; +1 two focus stats/level; milestones 1/3/5/10	Legend Takes Shape; Action; Cost: 16 MP/stamina.; Chant a war-saga. Allies gain courage/momentum, enemies suffer dread, and one named deed this scene gains Skald level as narrative pressure.	Saga Chant (First milestone): Grant an ally, party, patient, audience, or plan +4 pressure toward the intended result. Requires valid communication/tools/evidence. Bloodline Verse (Middle milestone): Solve a tactical/social/support problem: rally, command...	War Drum Spell (Scene milestone): Define the scene advantage: formation, song, evidence, treatment, logistics, plan, or ritual. Allies gain +8 pressure to the chosen objective. Legend Takes Shape (Capstone): Decisive support use: cancel a rout, reveal the...	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Enchanter	Advanced Job Class / 10	Enchantment specialization or mental-status ability	STR/DEX/END; +1 two focus stats/level; milestones 1/3/5/10	Enchanter Signature Technique; Action/bonus; 8-15 resource; Inflict mental effects, edit combat settings, mental immunity.	Foundation: Inflict mental effects, edit combat settings, mental immunity.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
High Priest	Advanced Job Class	Requires suitable prior class depth/training.	WIS/CHA/MANA; +1 two focus stats/level; milestones 1/3/5/10	Miracle Liturgy; Action; Cost: 18 MP.; Invoke high doctrine. Heal, sanctify, bless, turn, or protect a	Mass Blessing (First milestone): Invoke high doctrine. Heal, sanctify, bless, turn, or protect a group; scale effect by High	Greater Turn (Scene milestone): Scene-defining use of High Priest: gain +8 class pressure, create a clear obstacle/advantage,	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.

				group; scale effect by High Priest level and WIS/CHA.	Priest level and WIS/CHA. Sacred Ward (Middle milestone): Upgrade the signature effect with +7 class pressure and one secondary co...	and force enemies to respond. Miracle Liturgy (Capstone): Decisive use of Miracle Liturgy; treat as the class peak. Bosses may re...	
Exorcist	Advanced Job Class	Requires suitable prior class depth/training.	INT/MANA/WIS; +1 two focus stats/level; milestones 1/3/5/10	Great Expulsion; Action; Cost: 16 MP.; Attack possession, haunting, curse, impurity, or undead binding directly. Add Exorcist level to banishment/cleansing contests.	Salt Circle (First milestone): Attack possession, haunting, curse, impurity, or undead binding directly. Add Exorcist level to banishment/cleansing contests. Name the Spirit (Middle milestone): Upgrade the signature effect with +7 class pressure and one s...	Sever Haunt (Scene milestone): Scene-defining use of Exorcist: gain +8 class pressure, create a clear obstacle/advantage, and force enemies to respond. Great Expulsion (Capstone): Decisive use of Great Expulsion; treat as the class peak. Bosses may resist...	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Elementalist	Advanced Job Class / 15	Demi-Humanoid or Heteromorph; CHA 13+	INT/MANA/WIS; +1 two focus stats/level; milestones 1/3/5/10	Avatar of the Element; Action; Cost: spell MP.; Choose an element. For 1 scene, elemental spells gain +Elementalist level to output/control and can shape terrain if the element is present.	Elemental Vein (First milestone): Choose an element. For 1 scene, elemental spells gain +Elementalist level to output/control and can shape terrain if the element is present. Wall of Forcefire (Middle milestone): Upgrade the signature effect with +7 class...	Elemental Burst (Scene milestone): Scene-defining use of Elementalist: gain +8 class pressure, create a clear obstacle/advantage, and force enemies to respond.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Grove Keeper	Advanced Job Class	Requires suitable prior class depth/training.	WIS/CHA/MANA; +1 two focus stats/level; milestones 1/3/5/10	Sanctuary of Leaves; Action; Cost: 16 MP.; Claim a natural area as protected grove. Plants, beasts, roots, weather, and spirits defend it with pressure equal to class level.	Rootwall (First milestone): Cast or invoke the class signature effect. Add +4 spell/control pressure and relevant MANA/INT/WIS/CHA modifier. Grove Alarm (Middle milestone): Create a persistent magical effect: ward, curse, element, illusion, spirit, or fie...	Verdant Renewal (Scene milestone): Reshape the scene using the class theme. Area up to 20 ft basic, 40 ft advanced, or 60+ ft master. Damage/control starts at 3d8 + relevant magic stat. Sanctuary of Leaves (Capstone): Decisive magical use: bypass one ordi...	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Shapewarden	Advanced Job Class	Requires suitable prior class depth/training.	STR/DEX/END; +1 two focus stats/level; milestones 1/3/5/10	Warden Form; Bonus Action; Cost: 18 MP/stamina.; Adopt a battle shape or partial beast aspect. Gain +6 to relevant physical stats and a movement/sense/natural weapon feature for 1 scene.	Claw Mantle (First milestone): Cast or invoke the class signature effect. Add +4 spell/control pressure and relevant MANA/INT/WIS/CHA modifier. Wing or Fin Shift (Middle milestone): Create a persistent magical effect: ward, curse, element, illusion, spiri...	Beastheart Guard (Scene milestone): Reshape the scene using the class theme. Area up to 20 ft basic, 40 ft advanced, or 60+ ft master. Damage/control starts at 3d8 + relevant magic stat. Warden Form (Capstone): Decisive magical use: bypass one ordinary li...	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Hexblade	Advanced Job Class	Requires suitable prior class depth/training.	INT/MANA/WIS; +1 two focus stats/level; milestones 1/3/5/10	Black Fate Blade; Bonus Action; Cost: 16 MP/stamina.; Bind curse to weapon. Hits apply weakness, fear, bleeding, misfortune, or stat pressure equal to Hexblade level.	Curse Edge (First milestone): Cast or invoke the class signature effect. Add +4 spell/control pressure and relevant MANA/INT/WIS/CHA modifier. Doom Parry (Middle milestone): Create a persistent magical effect: ward, curse, element, illusion, spirit, or fi...		Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Pact Binder	Advanced Job Class	Requires suitable prior class depth/training.	STR/DEX/END; +1 two focus stats/level; milestones 1/3/5/10	Contract Absolute; Action; Cost: 16 MP + pact condition.; Call a pact clause. Gain summon aid, forbidden knowledge, protective mark, or debt-powered blast scaled by Pact Binder level.	Clause Invoke (First milestone): Cast or invoke the class signature effect. Add +4 spell/control pressure and relevant MANA/INT/WIS/CHA modifier. Seal of Debt (Middle milestone): Create a persistent magical effect:	Borrowed Hand (Scene milestone): Reshape the scene using the class theme. Area up to 20 ft basic, 40 ft advanced, or 60+ ft master. Damage/control starts at 3d8 + relevant magic stat. Contract Absolute	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.

					ward, curse, element, illusion, spirit, ...	(Capstone): Decisive magical use: bypass one ordinary...	
Runesmith	Advanced Job Class / 10	Dwarf and Smithing 30+	INT/DEX/MANA; +1 two focus stats/level; milestones 1/3/5/10	Runic Law; Action; Cost: tools + 16 MP.; Inscribe a temporary rune on gear, doors, traps, weapons, or bodies. Rune grants a specific effect scaled by Runesmith level.	Ward Rune (First milestone): Inscribe a temporary rune on gear, doors, traps, weapons, or bodies. Rune grants a specific effect scaled by Runesmith level. Impact Rune (Middle milestone): Upgrade the signature effect with +7 class pressure and one secondar...	Binding Rune (Scene milestone): Scene-defining use of Runesmith: gain +8 class pressure, create a clear obstacle/advantage, and force enemies to respond. Runic Law (Capstone): Decisive use of Runic Law; treat as the class peak. Bosses may resist but the s...	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Magitech Engineer	Advanced Job Class	Requires suitable prior class depth/training.	INT/DEX/MANA; +1 two focus stats/level; milestones 1/3/5/10	Prototype Engine; Action; Cost: tools + 18 MP.; Deploy a magitech device, turret, engine, relay, scanner, or armor system. Device performance adds Magitech Engineer level.	Mana Circuit (First milestone): Deploy a magitech device, turret, engine, relay, scanner, or armor system. Device performance adds Magitech Engineer level. Field Turret (Middle milestone): Upgrade the signature effect with +7 class pressure and one second...	Emergency Overdrive (Scene milestone): Scene-defining use of Magitech Engineer: gain +8 class pressure, create a clear obstacle/advantage, and force enemies to respond. Prototype Engine (Capstone): Decisive use of Prototype Engine; treat as the class peak...	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Marshal	Advanced Job Class	Requires suitable prior class depth/training.	CHA/WIS/INT; +1 two focus stats/level; milestones 1/3/5/10	Army Heartbeat; Action; Cost: 14 stamina.; Project battlefield authority. Allies within command range may move, regroup, resist fear, or hold formation with bonus equal to Marshal level.	Rally Standard (First milestone): Project battlefield authority. Allies within command range may move, regroup, resist fear, or hold formation with bonus equal to Marshal level. Line Hold (Middle milestone): Upgrade the signature effect with +7 class pres...	Charge Order (Scene milestone): Scene-defining use of Marshal: gain +8 class pressure, create a clear obstacle/advantage, and force enemies to respond. Army Heartbeat (Capstone): Decisive use of Army Heartbeat; treat as the class peak. Bosses may resist b...	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Sage	Advanced Job Class	Requires suitable prior class depth/training.	INT/MANA/WIS; +1 two focus stats/level; milestones 1/3/5/10	Sage Answer; Action; Cost: none or 8 MP.; Recall advanced lore or solve a layered problem. Gain one deep fact, route, formula, weakness, or historical connection if evidence exists.	Cross-Reference (First milestone): Grant an ally, party, patient, audience, or plan +4 pressure toward the intended result. Requires valid Mushoku x Overlord RPG — Defined Features Expansion •		Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Mystic Researcher	Advanced Job Class	Requires suitable prior class depth/training.	INT/MANA/WIS; +1 two focus stats/level; milestones 1/3/5/10	Breakthrough Thesis; Action; Cost: 10 MP.; Test magical phenomena safely. Identify spell logic, artifact rules, ritual flaws, or dimensional residue with Mystic Researcher level as analysis pressure.	Mana Experiment (First milestone): Grant an ally, party, patient, audience, or plan +4 pressure toward the intended result. Requires valid communication/tools/evidence. Artifact Probe (Middle milestone): Solve a tactical/social/support problem: rally, com...	Ritual Debug (Scene milestone): Define the scene advantage: formation, song, evidence, treatment, logistics, plan, or ritual. Allies gain +8 pressure to the chosen objective. Breakthrough Thesis (Capstone): Decisive support use: cancel a rout, reveal the ...	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Cursed Caster	Advanced Job Class	Requires suitable prior class depth/training.	INT/MANA/WIS; +1 two focus stats/level; milestones 1/3/5/10	Great Malediction; Action; Cost: 16 MP.; Layer a curse at range. Apply weakness, delay, pain, silence, misfortune, sleep, or doom pressure equal to class level; cleansing may require ritual.	Hex Layer (First milestone): Cast or invoke the class signature effect. Add +4 spell/control pressure and relevant MANA/INT/WIS/CHA modifier. Pain Thread (Middle milestone): Create a persistent magical effect: ward, curse, element, illusion, spirit, or fi...	Delayed Doom (Scene milestone): Reshape the scene using the class theme. Area up to 20 ft basic, 40 ft advanced, or 60+ ft master. Damage/control starts at 3d8 + relevant magic stat. Great Malediction (Capstone): Decisive magical use: bypass one ordinary ...	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Holy Banisher	Advanced Job Class	Requires suitable prior class depth/training.	INT/MANA/WIS; +1 two focus stats/level; milestones 1/3/5/10	Absolute Banishment; Action; Cost: 18 MP.; Force outsiders, undead, summoned beings, curses,	Circle of Denial (First milestone): Cast or invoke the class signature effect. Add +4 spell/control	Sacred Gate Lock (Scene milestone): Reshape the scene using the class theme. Area up to 20 ft	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.

				and impure spirits away. Banishment pressure equals Holy Banisher level + WIS/CHA.	pressure and relevant MANA/INT/WIS/CHA modifier. Dismissal Ray (Middle milestone): Create a persistent magical effect: ward, curse, element, illusion, spir...	basic, 40 ft advanced, or 60+ ft master. Damage/control starts at 3d8 + relevant magic stat. Absolute Banishment (Capstone): Decisive magical use: bypass one ord...	
Inquisitor	Advanced Job Class / 10	Paladin and Persuasion or Intimidation 30+	STR/DEX/END; +1 two focus stats/level; milestones 1/3/5/10	Judgment Inquiry; Action; Cost: 12 stamina/MP; Interrogate truth, guilt, heresy, disguise, or corruption. Add Inquisitor level to detection/social pressure; false accusation can backfire socially.	Question Brand (First milestone): Cast or invoke the class signature effect. Add +4 spell/control pressure and relevant MANA/INT/WIS/CHA modifier. Lie-Cut Gaze (Middle milestone): Create a persistent magical effect: ward, curse, element, illusion, spirit,...	Confession Trap (Scene milestone): Reshape the scene using the class theme. Area up to 20 ft basic, 40 ft advanced, or 60+ ft master. Damage/control starts at 3d8 + relevant magic stat. Judgment Inquiry (Capstone): Decisive magical use: bypass one ordinar...	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Shamanic Adept	Advanced Job Class	Requires suitable prior class depth/training.	WIS/CHA/MANA; +1 two focus stats/level; milestones 1/3/5/10	Spirit Court; Action; Cost: 16 MP; Negotiate with greater spirits or layered omens. Gain warding, weather, possession defense, or spirit attack scaled by class level.	Greater Totem (First milestone): Cast or invoke the class signature effect. Add +4 spell/control pressure and relevant MANA/INT/WIS/CHA modifier. Spirit Bargain (Middle milestone): Create a persistent magical effect: ward, curse, element, illusion, spirit...		Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Summoner	Advanced Job Class / 10	Conjuration specialization or command ability with spellcasting	INT/MANA/WIS; +1 two focus stats/level; milestones 1/3/5/10	Greater Calling; Action; Cost: spell MP + focus.; Call a creature, spirit, elemental, undead, or contracted entity from an available list. Summon strength and duration scale by Summoner level.	Minor Gate (First milestone): Call a creature, spirit, elemental, undead, or contracted entity from an available list. Summon strength and duration scale by Summoner level. Command Link (Middle milestone): Upgrade the signature effect with +7 class pressu...	Recall Seal (Scene milestone): Scene-defining use of Summoner: gain +8 class pressure, create a clear obstacle/advantage, and force enemies to respond. Greater Calling (Capstone): Decisive use of Greater Calling; treat as the class peak. Bosses may resist...	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Necromancer	Advanced Job Class / 10	Undead or Necromancy specialization	INT/MANA/WIS; +1 two focus stats/level; milestones 1/3/5/10	Legion of the Dead; Action; Cost: 16 MP + corpse/bone/shadow.; Animate, command, drain, or curse with death magic. Undead control capacity and negative energy pressure scale by Necromancer level.	Corpse Command (First milestone): Animate, command, drain, or curse with death magic. Undead control capacity and negative energy pressure scale by Necromancer level. Bone Wall (Middle milestone): Upgrade the signature effect with +7 class pressure and on...	Death Bolt (Scene milestone): Scene-defining use of Necromancer: gain +8 class pressure, create a clear obstacle/advantage, and force enemies to respond. Legion of the Dead (Capstone): Decisive use of Legion of the Dead; treat as the class peak. Bosses ma...	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Bishop	Advanced Job Class	Requires suitable prior class depth/training.	WIS/CHA/MANA; +1 two focus stats/level; milestones 1/3/5/10	Pontiff Command; Action; Cost: 18 MP; Coordinate high divine authority over a congregation, army, or shrine. Group blessings and legal-religious commands scale by Bishop level.	Diocese Blessing (First milestone): Cast or invoke the class signature effect. Add +4 spell/control pressure and relevant MANA/INT/WIS/CHA modifier. Edict of Faith (Middle milestone): Create a persistent magical effect: ward, curse, element, illusion, spi...	Sacred Coordination (Scene milestone): Reshape the scene using the class theme. Area up to 20 ft basic, 40 ft advanced, or 60+ ft master. Damage/control starts at 3d8 + relevant magic stat. Pontiff Command (Capstone): Decisive magical use: bypass one ordi...	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Pharmacist	Advanced Job Class	Requires suitable prior class depth/training.	INT/DEX/MANA; +1 two focus stats/level; milestones 1/3/5/10	Universal Remedy; Action; Cost: tools + herbs.; Produce medicinal mixtures, antidotes, painkillers, sedatives, or stimulants. Effectiveness adds	Antidote Mix (First milestone): Produce medicinal mixtures, antidotes, painkillers, sedatives, or stimulants. Effectiveness adds	Fever Break (Scene milestone): Scene-defining use of Pharmacist: gain +8 class pressure, create a clear obstacle/advantage, and force enemies to	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.

				Pharmacist level and Medicine/Craft.	Pharmacist level and Medicine/Craft. Painkiller Dose (Middle milestone): Upgrade the signature effect with +7 class pressure a...	respond. Mushoku x Overlord RPG — Defined Features Expansion •	
Poison Maker	Advanced Job Class	Requires suitable prior class depth/training.	INT/DEX/MANA; +1 two focus stats/level; milestones 1/3/5/10	Perfect Poison; Action; Cost: tools + toxin.; Prepare toxin, venom, gas, contact poison, or antidote. Potency/sneakiness scales by Poison Maker level; delivery method matters.	Venom Brew (First milestone): Prepare toxin, venom, gas, contact poison, or antidote. Potency/sneakiness scales by Poison Maker level; delivery method matters. Contact Dust (Middle milestone): Upgrade the signature effect with +7 class pressure and one se...	Delayed Toxin (Scene milestone): Scene-defining use of Poison Maker: gain +8 class pressure, create a clear obstacle/advantage, and force enemies to respond.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Arcane Devotee	Advanced Job Class	Requires suitable prior class depth/training.	WIS/CHA/MANA; +1 two focus stats/level; milestones 1/3/5/10	Mystic Devotion; Action; Cost: 16 MP.; Bind faith-like devotion to arcane practice. Chosen school, master, deity, or principle grants +class level to one spell tradition for 1 scene.	Devotional Focus (First milestone): Cast or invoke the class signature effect. Add +4 spell/control pressure and relevant MANA/INT/WIS/CHA modifier. Mushoku x Overlord RPG — Defined Features Expansion •		Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Warden	Advanced Job Class / 10	Notable with Greatshields	INT/MANA/WIS; +1 two focus stats/level; milestones 1/3/5/10	Warden Signature Technique; Action/bonus; 8-15 resource; Ally-scaling damage reduction, enemy aggro draw, slow/stop attack.	Foundation: Ally-scaling damage reduction, enemy aggro draw, slow/stop attack.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Sentinel	Advanced Job Class / 10	Notable with Greatshields	STR/DEX/END; +1 two focus stats/level; milestones 1/3/5/10	Sentinel Signature Technique; Action/bonus; 8-15 resource; Heavy armor scaling, near-impossible stagger, mental immunity.	Foundation: Heavy armor scaling, near-impossible stagger, mental immunity.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
High Commander	Advanced Job Class / 10	Two or more martial proficiencies	CHA/WIS/INT; +1 two focus stats/level; milestones 1/3/5/10	High Commander Signature Technique; Action/bonus; 8-15 resource; More physical commands, larger auras, stamina regen, Stop immunity.	Foundation: More physical commands, larger auras, stamina regen, Stop immunity.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Armament Lord	Advanced Job Class / 10	Martial Weaponry or Ranged Weaponry	STR/DEX/END; +1 two focus stats/level; milestones 1/3/5/10	Armament Lord Signature Technique; Action/bonus; 8-15 resource; Two chosen weapon types, custom weapon skill, fast weapon switching.	Foundation: Two chosen weapon types, custom weapon skill, fast weapon switching.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Dualer	Advanced Job Class / 10	Martial Weaponry or notable Firearms	STR/DEX/END; +1 two focus stats/level; milestones 1/3/5/10	Dualer Signature Technique; Action/bonus; 8-15 resource; Dual-wield enhancement and simultaneous attacks.	Foundation: Dual-wield enhancement and simultaneous attacks.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Blade Dancer	Advanced Job Class / 10	Martial Weaponry and Dance 30+	STR/DEX/END; +1 two focus stats/level; milestones 1/3/5/10	Blade Dancer Signature Technique; Action/bonus; 8-15 resource; Evasive dance fighting, lower stamina cost, multi-hit attack action.	Foundation: Evasive dance fighting, lower stamina cost, multi-hit attack action.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Sky Dancer	Advanced Job Class / 10	Wings or Supernatural Flight and Flight 30+	INT/MANA/WIS; +1 two focus stats/level; milestones 1/3/5/10	Sky Dancer Signature Technique; Action/bonus; 8-15 resource; Flight damage bonus, ranged/ray evasion, doubled flight speed.	Foundation: Flight damage bonus, ranged/ray evasion, doubled flight speed.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Zephyr	Advanced Job Class / 10	Wings and Flight 30+	INT/MANA/WIS; +1 two focus stats/level; milestones 1/3/5/10	Zephyr Signature Technique; Action/bonus; 8-15 resource; No fall	Foundation: No fall damage, wind immunity, burst speed/action acceleration.;	Scene: creates obstacle/advantage.	Resistance, cover, terrain, resource loss, anti-magic,

				damage, wind immunity, burst speed/action acceleration.	+2 pressure. Improved: +5 pressure or secondary effect.	Capstone: full class level + stat modifier twice.	morale, boss/equal-tier counters.
Modgudr	Advanced Job Class / 10	Valkyrie	STR/DEX/END; +1 two focus stats/level; milestones 1/3/5/10	Modgudr Signature Technique; Action/bonus; 8-15 resource; Permanent defensive wings, cheaper spells, larger mana pool, lower movement/defense stamina.	Foundation: Permanent defensive wings, cheaper spells, larger mana pool, lower movement/defense stamina.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Battlemage	Advanced Job Class / 10	Martial Weaponry and any Spellcasting	INT/MANA/WIS; +1 two focus stats/level; milestones 1/3/5/10	Battlemage Signature Technique; Action/bonus; 8-15 resource; Cast while armed, armor spell imbue, armor without supernatural speed penalty.	Foundation: Cast while armed, armor spell imbue, armor without supernatural speed penalty.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Arcane Duelist	Advanced Job Class / 10	Arcane Spellcasting and Martial or Ranged Weaponry	DEX/END/WIS; +1 two focus stats/level; milestones 1/3/5/10	Arcane Duelist Signature Technique; Action/bonus; 8-15 resource; Weapon casting, arcane weapon imbue, touch spells through attacks.	Foundation: Weapon casting, arcane weapon imbue, touch spells through attacks.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Spellsword	Advanced Job Class / 10	Martial Weaponry and any Spellcasting	STR/DEX/END; +1 two focus stats/level; milestones 1/3/5/10	Spellsword Signature Technique; Action/bonus; 8-15 resource; Weapon casting, weapon spell imbue, faster casting with focus/weapon.	Foundation: Weapon casting, weapon spell imbue, faster casting with focus/weapon.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Mystic Fist	Advanced Job Class / 10	Lethal Unarmed Strikes or Natural Weapons, and any Spellcasting	STR/DEX/END; +1 two focus stats/level; milestones 1/3/5/10	Mystic Fist Signature Technique; Action/bonus; 8-15 resource; Faster unarmed casting, spell-imbued limbs, temporary physical boost.	Foundation: Faster unarmed casting, spell-imbued limbs, temporary physical boost.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Sacred Fist	Advanced Job Class / 10	Lethal Unarmed Strikes or Natural Weapons	STR/DEX/END; +1 two focus stats/level; milestones 1/3/5/10	Sacred Fist Signature Technique; Action/bonus; 8-15 resource; Magic limbs/natural weapons, body enhancement, unarmored speed.	Foundation: Magic limbs/natural weapons, body enhancement, unarmored speed.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Shen Fist	Advanced Job Class / 10	Lethal Unarmed Strikes or Natural Weapons	STR/DEX/END; +1 two focus stats/level; milestones 1/3/5/10	Shen Fist Signature Technique; Action/bonus; 8-15 resource; Predict physical actions, animal style, custom daily style skill.	Foundation: Predict physical actions, animal style, custom daily style skill.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Strider	Advanced Job Class / 10	Ranger	DEX/END/WIS; +1 two focus stats/level; milestones 1/3/5/10	Strider Signature Technique; Action/bonus; 8-15 resource; Normal spell costs, larger mana, movement scaling, mental immunity.	Foundation: Normal spell costs, larger mana, movement scaling, mental immunity.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Triathlete	Advanced Job Class / 10	Athlete	INT/MANA/WIS; +1 two focus stats/level; milestones 1/3/5/10	Triathlete Signature Technique; Action/bonus; 8-15 resource; Wall/water running, no movement stamina, collision damage.	Foundation: Wall/water running, no movement stamina, collision damage.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Thief	Advanced Job Class / 10	Stealth 30+ and Sleight of Hand 30+	DEX/END/WIS; +1 two focus stats/level; milestones 1/3/5/10	Thief Signature Technique; Action/bonus; 8-15 resource; Remote theft, inventory access by touch while undetected, stealth boost.	Foundation: Remote theft, inventory access by touch while undetected, stealth boost.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Pirate	Advanced Job Class / 10	Martial or Ranged Weaponry and Sailor 30+	STR/DEX/END; +1 two focus stats/level; milestones 1/3/5/10	Pirate Signature Technique; Action/bonus; 8-15	Foundation: Sword/firearm dual-wielding, better loot.; +2 pressure. Improved: +5	Scene: creates obstacle/advantage.	Resistance, cover, terrain, resource loss, anti-magic,

				resource; Sword/firearm dual-wielding, better loot.	pressure or secondary effect.	Capstone: full class level + stat modifier twice.	morale, boss/equal-tier counters.
Mobile Artillery	Advanced Job Class / 10	Notable with Firearms	INT/MANA/WIS; +1 two focus stats/level; milestones 1/3/5/10	Mobile Artillery Signature Technique; Action/bonus; 8-15 resource; Range bonus, heavy firearm distance damage, motionless accuracy.	Foundation: Range bonus, heavy firearm distance damage, motionless accuracy.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Grenadier	Advanced Job Class / 10	Notable with Throwing Weapons	STR/DEX/END; +1 two focus stats/level; milestones 1/3/5/10	Grenadier Signature Technique; Action/bonus; 8-15 resource; Basic explosives, far accurate throws, stronger AoE.	Foundation: Basic explosives, far accurate throws, stronger AoE.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Jester	Advanced Job Class / 10	Bard and Sleight of Hand 30+	INT/MANA/WIS; +1 two focus stats/level; milestones 1/3/5/10	Jester Signature Technique; Action/bonus; 8-15 resource; Small-object spells, minor illusions, harder to hit unarmed.	Foundation: Small-object spells, minor illusions, harder to hit unarmed.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Virtuoso	Advanced Job Class / 10	Bard	STR/DEX/END; +1 two focus stats/level; milestones 1/3/5/10	Virtuoso Signature Technique; Action/bonus; 8-15 resource; Instrument concentration, random performance spell, charm/fascination through music.	Foundation: Instrument concentration, random performance spell, charm/fascination through music.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Pied Piper	Advanced Job Class / 10	Bard and Nature 30+	STR/DEX/END; +1 two focus stats/level; milestones 1/3/5/10	Pied Piper Signature Technique; Action/bonus; 8-15 resource; Normal spell costs, commands weak NPCs, instrument spell imbue.	Foundation: Normal spell costs, commands weak NPCs, instrument spell imbue.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Spellsinger	Advanced Job Class / 10	Bard and Arcana 30+	STR/DEX/END; +1 two focus stats/level; milestones 1/3/5/10	Spellsinger Signature Technique; Action/bonus; 8-15 resource; Arcane/nature performance casting, ally/enemy performance effects, double-effect chant.	Foundation: Arcane/nature performance casting, ally/enemy performance effects, double-effect chant.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Gospeler	Advanced Job Class / 10	Bard and Religion 30+	STR/DEX/END; +1 two focus stats/level; milestones 1/3/5/10	Gospeler Signature Technique; Action/bonus; 8-15 resource; Divine/nature performance casting, attribute aura/drain, mass heal/resurrection chant.	Foundation: Divine/nature performance casting, attribute aura/drain, mass heal/resurrection chant.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Pardoner	Advanced Job Class / 10	Divine Spellcasting	STR/DEX/END; +1 two focus stats/level; milestones 1/3/5/10	Pardoner Signature Technique; Action/bonus; 8-15 resource; Karma detection, opposite-karma divine effects, karma smite.	Foundation: Karma detection, opposite-karma divine effects, karma smite.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Flagellate	Advanced Job Class / 10	Divine Spellcasting	STR/DEX/END; +1 two focus stats/level; milestones 1/3/5/10	Flagellate Signature Technique; Action/bonus; 8-15 resource; Divine casting via VIT, vitality-cost spells, bleed/sap attacks.	Foundation: Divine casting via VIT, vitality-cost spells, bleed/sap attacks.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Contemplative	Advanced Job Class / 10	Divine Spellcasting	STR/DEX/END; +1 two focus stats/level; milestones 1/3/5/10	Contemplative Signature Technique; Action/bonus; 8-15 resource; Domain specialization, custom domain ability and daily spell.	Foundation: Domain specialization, custom domain ability and daily spell.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Polytheist	Advanced Job Class / 10	Divine Spellcasting	STR/DEX/END; +1 two focus stats/level; milestones 1/3/5/10	Polytheist Signature Technique; Action/bonus; 8-15 resource; Multiple domains, reduced domain	Foundation: Multiple domains, reduced domain mana, custom multi-domain spell.; +2 pressure.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.

				mana, custom multi-domain spell.	Improved: +5 pressure or secondary effect.		
Wind Talker	Advanced Job Class / 10	Any Spellcasting and Religion 30+	INT/MANA/WIS; +1 two focus stats/level; milestones 1/3/5/10	Wind Talker Signature Technique; Action/bonus; 8-15 resource; Speak with recent spirits, anti-undead damage, ghost summon.	Foundation: Speak with recent spirits, anti-undead damage, ghost summon.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Craftsman	Advanced Job Class / 10	Any Spellcasting and Craft 30+	INT/DEX/MANA; +1 two focus stats/level; milestones 1/3/5/10	Craftsman Signature Technique; Action/bonus; 8-15 resource; Identify imbued effects, repair objects, double one object effect.	Foundation: Identify imbued effects, repair objects, double one object effect.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Medicine Man	Advanced Job Class / 10	Shaman or Alchemist, and Medicine 30+	STR/DEX/END; +1 two focus stats/level; milestones 1/3/5/10	Medicine Man Signature Technique; Action/bonus; 8-15 resource; Improved healing/status items, daily regeneration item, status resistance.	Foundation: Improved healing/status items, daily regeneration item, status resistance.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Master Chef	Advanced Job Class / 10	Shaman or Alchemist, and Cooking 30+	INT/DEX/MANA; +1 two focus stats/level; milestones 1/3/5/10	Master Chef Signature Technique; Action/bonus; 8-15 resource; Custom daily food effect, food bonuses, potion/food spell identification.	Foundation: Custom daily food effect, food bonuses, potion/food spell identification.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Specialist	Advanced Job Class / 10	Any Spellcasting	STR/DEX/END; +1 two focus stats/level; milestones 1/3/5/10	Specialist Signature Technique; Action/bonus; 8-15 resource; Choose spell school; halved mana and reduced casting time.	Foundation: Choose spell school; halved mana and reduced casting time.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Golemancer	Advanced Job Class / 10	Transmutation specialization	INT/DEX/MANA; +1 two focus stats/level; milestones 1/3/5/10	Golemancer Signature Technique; Action/bonus; 8-15 resource; Create golem cores/construct NPCs, command constructs, weak golem horde.	Foundation: Create golem cores/construct NPCs, command constructs, weak golem horde.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Warmage	Advanced Job Class / 10	Evocation specialization	INT/MANA/WIS; +1 two focus stats/level; milestones 1/3/5/10	Warmage Signature Technique; Action/bonus; 8-15 resource; Overchannel evocation, armor casting, touch spells through attacks.	Foundation: Overchannel evocation, armor casting, touch spells through attacks.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Scryer	Advanced Job Class / 10	Divination specialization	STR/DEX/END; +1 two focus stats/level; milestones 1/3/5/10	Scryer Signature Technique; Action/bonus; 8-15 resource; Share divinations, reverse scrying, remote view.	Foundation: Share divinations, reverse scrying, remote view.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Oracle	Advanced Job Class / 10	Scryer	INT/MANA/WIS; +1 two focus stats/level; milestones 1/3/5/10	Oracle Signature Technique; Action/bonus; 8-15 resource; Perfect divinations, anti-misdirection, doom ritual.	Foundation: Perfect divinations, anti-misdirection, doom ritual.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Death Mage	Advanced Job Class / 10	Evocation or Necromancy specialization	INT/MANA/WIS; +1 two focus stats/level; milestones 1/3/5/10	Death Mage Signature Technique; Action/bonus; 8-15 resource; Daily instant death, bypass chance, damage aura.	Foundation: Daily instant death, bypass chance, damage aura.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Chronomancer	Advanced Job Class / 10	Transmutation specialization	STR/DEX/END; +1 two focus stats/level; milestones 1/3/5/10	Chronomancer Signature Technique; Action/bonus; 8-15 resource; Action speed control, AoE Stop, Stop/Doom immunity.	Foundation: Action speed control, AoE Stop, Stop/Doom immunity.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Stonamancer	Advanced Job Class / 10	Transmutation specialization	STR/DEX/END; +1 two focus stats/level; milestones 1/3/5/10	Stonamancer Signature Technique; Action/bonus; 8-15 resource; Petrification actions, mana from petrified	Foundation: Petrification actions, mana from petrified targets, petrification immunity.; +2 pressure.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.

				targets, petrification immunity.	Improved: +5 pressure or secondary effect.		
Shapeshifter	Advanced Job Class / 10	Transmutation specialization	STR/DEX/END; +1 two focus stats/level; milestones 1/3/5/10	Shapeshifter Signature Technique; Action/bonus; 8-15 resource; Multiple forms, natural abilities from forms, partial transformation.	Foundation: Multiple forms, natural abilities from forms, partial transformation.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Negater	Advanced Job Class / 10	Abjuration specialization	STR/DEX/END; +1 two focus stats/level; milestones 1/3/5/10	Negater Signature Technique; Action/bonus; 8-15 resource; Negate/dispel, stronger anti-magic, spell reflection.	Foundation: Negate/dispel, stronger anti-magic, spell reflection.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Barrier Mage	Advanced Job Class / 10	Abjuration specialization	INT/MANA/WIS; +1 two focus stats/level; milestones 1/3/5/10	Barrier Mage Signature Technique; Action/bonus; 8-15 resource; Magic barriers, cheaper maintenance, layered barrier efficiency.	Foundation: Magic barriers, cheaper maintenance, layered barrier efficiency.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Somamancer	Advanced Job Class / 10	Enchantment specialization	STR/DEX/END; +1 two focus stats/level; milestones 1/3/5/10	Somamancer Signature Technique; Action/bonus; 8-15 resource; Sleep action, mana from sleeping targets, sleep immunity.	Foundation: Sleep action, mana from sleeping targets, sleep immunity.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Planeswalker	Advanced Job Class / 10	Conjuration specialization or teleportation ability	STR/DEX/END; +1 two focus stats/level; milestones 1/3/5/10	Planeswalker Signature Technique; Action/bonus; 8-15 resource; Teleportation redirection, banish summons, forced teleport.	Foundation: Teleportation redirection, banish summons, forced teleport.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
High Caster	Advanced Job Class / 10	Any specialization	INT/MANA/WIS; +1 two focus stats/level; milestones 1/3/5/10	High Caster Signature Technique; Action/bonus; 8-15 resource; Extra spells, faster specialization casting, mana regen, Silence immunity.	Foundation: Extra spells, faster specialization casting, mana regen, Silence immunity.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Incantator	Advanced Job Class / 10	Any Spellcasting	STR/DEX/END; +1 two focus stats/level; milestones 1/3/5/10	Incantator Signature Technique; Action/bonus; 8-15 resource; Cooperative casting, specialization, halved-mana chant.	Foundation: Cooperative casting, specialization, halved-mana chant.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Ritualist	Advanced Job Class / 10	Any specialization	INT/MANA/WIS; +1 two focus stats/level; milestones 1/3/5/10	Ritualist Signature Technique; Action/bonus; 8-15 resource; Extra spells, custom daily school spell, halved-mana ritual.	Foundation: Extra spells, custom daily school spell, halved-mana ritual.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Theurge	Advanced Job Class / 10	Two or more spellcasting traditions using same attribute	INT/MANA/WIS; +1 two focus stats/level; milestones 1/3/5/10	Theurge Signature Technique; Action/bonus; 8-15 resource; Combined traditions, parallel spell learning, bigger mana and regen.	Foundation: Combined traditions, parallel spell learning, bigger mana and regen.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Blight Mage	Advanced Job Class / 10	Any Spellcasting and VIT/END 15+	INT/MANA/WIS; +1 two focus stats/level; milestones 1/3/5/10	Blight Mage Signature Technique; Action/bonus; 8-15 resource; Sap/poison/disease action, DoT conversion, DoT immunity.	Foundation: Sap/poison/disease action, DoT conversion, DoT immunity.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Healer	Advanced Job Class / 10	Any Spellcasting and INT or WIS 13+	DEX/END/WIS; +1 two focus stats/level; milestones 1/3/5/10	Healer Signature Technique; Action/bonus; 8-15 resource; Mana healing, regeneration rider, status removal chance.	Foundation: Mana healing, regeneration rider, status removal chance.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Somatomancer	Advanced Job Class / 10	Regeneration and CHA 15+	STR/DEX/END; +1 two focus stats/level; milestones 1/3/5/10	Somatomancer Signature Technique; Action/bonus; 8-15 resource; Remote	Foundation: Remote limbs, launched limbs, block-piercing launched-limb	Scene: creates obstacle/advantage.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.

				limbs, launched limbs, block-piercing launched-limb attacks.	attacks.; +2 pressure. Improved: +5 pressure or secondary effect.	Capstone: full class level + stat modifier twice.	morale, boss/equal-tier counters.
Blood Mage	Advanced Job Class / 10	Any Spellcasting and VIT/END 11+	INT/MANA/WIS; +1 two focus stats/level; milestones 1/3/5/10	Blood Mage Signature Technique; Action/bonus; 8-15 resource; Cast with vitality, learn blood spells by slaying, revulsion/sap/drain.	Foundation: Cast with vitality, learn blood spells by slaying, revulsion/sap/drain.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Elemancer	Advanced Job Class / 10	Any Spellcasting and any Elemental Resistance	STR/DEX/END; +1 two focus stats/level; milestones 1/3/5/10	Elemancer Signature Technique; Action/bonus; 8-15 resource; Higher elemental resistance, custom elemental spell, elemental extra effects.	Foundation: Higher elemental resistance, custom elemental spell, elemental extra effects.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Elemental Savant	Advanced Job Class / 10	Elemental resistance 50%+	STR/DEX/END; +1 two focus stats/level; milestones 1/3/5/10	Elemental Savant Signature Technique; Action/bonus; 8-15 resource; AoE burst, immunity to 50%+ elements, halved mana for those elements.	Foundation: AoE burst, immunity to 50%+ elements, halved mana for those elements.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Radiant Adept	Advanced Job Class / 10	Any Spellcasting and any Light Resistance	STR/DEX/END; +1 two focus stats/level; milestones 1/3/5/10	Radiant Adept Signature Technique; Action/bonus; 8-15 resource; Radiant/light spells, halved mana, dispel chance.	Foundation: Radiant/light spells, halved mana, dispel chance.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Shadow Adept	Advanced Job Class / 10	Any Spellcasting and any Dark Resistance	DEX/END/WIS; +1 two focus stats/level; milestones 1/3/5/10	Shadow Adept Signature Technique; Action/bonus; 8-15 resource; Shadow/dark spells, halved mana, silence chance.	Foundation: Shadow/dark spells, halved mana, silence chance.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Mediator	Advanced Job Class / 10	Any Karma ability	CHA/WIS/INT; +1 two focus stats/level; milestones 1/3/5/10	Mediator Signature Technique; Action/bonus; 8-15 resource; Good/evil abilities affect both; neutral immunity aura; reset light/dark base to 0.	Foundation: Good/evil abilities affect both; neutral immunity aura; reset light/dark base to 0.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Charmer	Advanced Job Class / 10	CHA 15+, Persuasion 30+, Performance 30+	CHA/WIS/INT; +1 two focus stats/level; milestones 1/3/5/10	Charmer Signature Technique; Action/bonus; 8-15 resource; Social bonus, improved persuasion, charm/fascination action.	Foundation: Social bonus, improved persuasion, charm/fascination action.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Arcane Gunsmith	Advanced Job Class / 10	Gunner or Tinkerer; notable with Firearms; Arcane Spellcasting or Artifice Spellcasting; Craft, Mechanisms, or Spellcraft 30+	INT/DEX/MANA; +1 two focus stats/level; milestones 1/3/5/10	Arcane Gunsmith Signature Technique; Action/bonus; 8-15 resource; Creates and maintains enchanted firearms, arcane cartridges, rune bullets, and spellshot chambers. Can load eligible lower-tier spells into ammunition, stabilize magical recoil, and use DEX f...	Foundation: Creates and maintains enchanted firearms, arcane cartridges, rune bullets, and spellshot chambers. Can load eligible lower-tier spells into ammunition, stabilize magical recoil, and use DEX for aim with INT/MANA for rune output.; +2 pressure. ...	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.

Master Job Classes

Class	Cat/Cost	Req	Stats/Growth	Signature/Base	Feature 1-2	Feature 3-Capstone	Counterplay
War Chief	Master Job Class	Requires suitable prior class depth/training.	CHA/WIS/INT; +1 two focus stats + signature stat/level; decisive capstone at 5	Chief of the Battlefield; Action; Cost: 25 stamina.; Command a warband-scale maneuver. Allies who can see/hear you may immediately move, brace, strike, or rally; total affected allies scale with	Blood Banner (First milestone): Next melee exchange gains +6 class pressure. On a clean hit, add relevant STR/DEX modifier + War Chief level to damage or force a shove/disarm if fiction	Warband Surge (Scene milestone): Control the immediate melee space. Gain +10 temporary pressure to duels, body-blocks, charge breaks, grapples, or weapon contests. Lesser foes may	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.

				CHA/Leadership and War Chief level.	supports it. Pack Breaker (Middle milestone): Choose offense or guard...	lose morale. Chief of the Battlefield (Capstone): Decisive martial use: one...	
Dawn Champion	Master Job Class	Requires suitable prior class depth/training.	WIS/CHA/MANA; +1 two focus stats + signature stat/level; decisive capstone at 5	Dawn Breaks the Field; Action; Cost: 25 MP/stamina.; Become a radiant champion for 1 scene. Gain holy light, morale aura, and anti-darkness/undead pressure equal to master level + CHA/WIS.	Sunrise Banner (First milestone): Next melee exchange gains +6 class pressure. On a clean hit, add relevant STR/DEX modifier + Dawn Champion level to damage or force a shove/disarm if fiction supports it. Radiant Charge (Middle milestone): Choose offense ...	Hope Cannot Die (Scene milestone): Control the immediate melee space. Gain +10 temporary pressure to duels, body-blocks, charge breaks, grapples, or weapon contests. Lesser foes may lose morale.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Judgment Knight	Master Job Class	Requires suitable prior class depth/training.	STR/DEX/END; +1 two focus stats + signature stat/level; decisive capstone at 5	Final Judgment; Action; Cost: 25 MP/stamina.; Pronounce judgment on one enemy, crime, oathbreak, or battlefield evil. Target suffers judgment pressure; your strikes and defenses against it gain master level + WIS/CHA.	Sentence of Steel (First milestone): Next melee exchange gains +6 class pressure. On a clean hit, add relevant STR/DEX modifier + Judgment Knight level to damage or force a shove/disarm if fiction supports it. Guilty Brand (Middle milestone): Choose offen...	Lawful Reprisal (Scene milestone): Control the immediate melee space. Gain +10 temporary pressure to duels, body-blocks, charge breaks, grapples, or weapon contests. Lesser foes may lose morale. Final Judgment (Capstone): Decisive martial use: one attack,...	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Bulwark	Master Job Class	Requires suitable prior class depth/training.	INT/MANA/WIS; +1 two focus stats + signature stat/level; decisive capstone at 5	The Line Does Not Fall; Reaction; Cost: 25 stamina.; Become the wall. For 1 round, reduce all incoming damage/forced movement through your guarded zone by END modifier + Bulwark level + shield/armor quality.	Wall Stance (First milestone): Next melee exchange gains +6 class pressure. On a clean hit, add relevant STR/DEX modifier + Bulwark level to damage or force a shove/disarm if Mushoku x Overlord RPG — Defined Features Expansion •		Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Fortress Knight	Master Job Class	Requires suitable prior class depth/training.	STR/DEX/END; +1 two focus stats + signature stat/level; decisive capstone at 5	Living Castle; Action; Cost: 25 stamina/MP; Turn armor, shield, and position into a fortress zone. Allies within 10 ft gain cover and resistance to forced movement for 1 scene.	Fortress March (First milestone): Next melee exchange gains +6 class pressure. On a clean hit, add relevant STR/DEX modifier + Fortress Knight level to damage or force a shove/disarm if fiction supports it. Gate Lock (Middle milestone): Choose offense or ...	Siege Endurance (Scene milestone): Control the immediate melee space. Gain +10 temporary pressure to duels, body-blocks, charge breaks, grapples, or weapon contests. Lesser foes may lose morale. Living Castle (Capstone): Decisive martial use: one attack, ...	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Sword Saint	Master Job Class / 10	Martial Weaponry	WIS/CHA/MANA; +1 two focus stats + signature stat/level; decisive capstone at 5	Sword That Reaches First; Bonus Action; Cost: 25 stamina.; Enter saint-level sword clarity. For 3 rounds, sword attacks gain +8 DEX/STR pressure and can cut magic, armor, projectiles, or morale if narratively plausible.	Saint Draw (First milestone): Next melee exchange gains +6 class pressure. On a clean hit, add relevant STR/DEX modifier + Sword Saint level to damage or force a shove/disarm if fiction supports it. Severing Line (Middle milestone): Choose offense or guar...	Heavenly Footwork (Scene milestone): Control the immediate melee space. Gain +10 temporary pressure to duels, body-blocks, charge breaks, grapples, or weapon contests. Lesser foes may lose morale. Sword That Reaches First (Capstone): Decisive martial use:...	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Champion	Master Job Class	Requires suitable prior class depth/training.	STR/DEX/END; +1 two focus stats + signature stat/level; decisive capstone at 5	Legendary Victor; Bonus Action; Cost: 25 stamina.; Declare yourself champion of a cause, person, or contest. Gain +8 to two relevant stats for 1 scene and cannot be ignored by challengers without morale cost.	Champion's Stand (First milestone): Next melee exchange gains +6 class pressure. On a clean hit, add relevant STR/DEX modifier + Champion level to damage or force a shove/disarm if fiction supports it. Glory Strike (Middle milestone): Choose offense or qu...	Refuse Defeat (Scene milestone): Control the immediate melee space. Gain +10 temporary pressure to duels, body-blocks, charge breaks, grapples, or weapon contests. Lesser foes may lose morale. Legendary Victor (Capstone): Decisive martial use: one attack,...	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Deathblade	Master Job Class	Requires suitable prior class depth/training.	STR/DEX/END; +1 two focus stats + signature	Blade of the Last Breath; Bonus Action; Cost: 25	Death Mark (First milestone): Next melee	Grave Silence (Scene milestone): Control the	Resistance, cover, terrain, resource loss, anti-magic,

			stat/level; decisive capstone at 5	MP/stamina.; Coat blade in death authority. Hits inflict necrotic/instant-death pressure; weaker foes may collapse, bosses take stacking death marks.	exchange gains +6 class pressure. On a clean hit, add relevant STR/DEX modifier + Deathblade level to damage or force a shove/disarm if fiction supports it. Soul-Cut Edge (Middle milestone): Choose offense or guard...	immediate melee space. Gain +10 temporary pressure to duels, body-blocks, charge breaks, grapples, or weapon contests. Lesser foes may lose morale. Blade of the Last Breath (Capstone): Decisive martial use: one...	morale, boss/equal-tier counters.
Phantom Thief	Master Job Class	Requires suitable prior class depth/training.	DEX/END/WIS; +1 two focus stats + signature stat/level; decisive capstone at 5	Theft of the Impossible; Action; Cost: 25 stamina/MP.; Perform impossible theft or escape if any opening exists: steal a key item, swap positions, unlock a sealed route, or vanish from custody.	Moonlit Switch (First milestone): Create an opening by feint, darkness, disguise, false sound, or angle change. Gain +6 Stealth/Deception pressure and may disengage or hide if cover exists. No-Lock Escape (Middle milestone): Exploit a distracted target. D...		Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Wildwarden	Master Job Class	Requires suitable prior class depth/training.	STR/DEX/END; +1 two focus stats + signature stat/level; decisive capstone at 5	Sovereign of the Wilds; Action; Cost: 25 MP/stamina.; Become the apex protector of a wild domain. Beasts, terrain, roots, weather, and instincts support you at master scale.	Apex Call (First milestone): Become the apex protector of a wild domain. Beasts, terrain, roots, weather, and instincts support you at master scale. World-Trail Sense (Middle milestone): Upgrade the signature effect with +8 class pressure and one secondar...	Predator's Mercy (Scene milestone): Scene-defining use of Wildwarden: gain +10 class pressure, create a clear obstacle/advantage, and force enemies to respond. Sovereign of the Wilds (Capstone): Decisive use of Sovereign of the Wilds; treat as the class p...	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Eagle-Eye Lord	Master Job Class	Requires suitable prior class depth/training.	STR/DEX/END; +1 two focus stats + signature stat/level; decisive capstone at 5	Shot Across the World; Action; Cost: ammunition + 25 stamina.; Take a lord-level shot. See through range, wind, partial cover, and battlefield chaos; one shot gains +10 accuracy/penetration at capstone.	Sky Sight (First milestone): One shot ignores minor range wobble and gains +6 accuracy pressure. Hit deals weapon damage + DEX modifier + Eagle-Eye Lord level. Arrow Finds the Name (Middle milestone): Pin, suppress, or pierce. Target either takes 5d8 + DE...	Horizon Pin (Scene milestone): Establish a kill lane. Enemies crossing the lane suffer a reaction shot or must beat your DEX/Perception contest. Gain +10 pressure in that lane. Shot Across the World (Capstone): Decisive shot: ignore mundane armor/cover be...	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Fist Saint	Master Job Class	Requires suitable prior class depth/training.	WIS/CHA/MANA; +1 two focus stats + signature stat/level; decisive capstone at 5	Fist That Rings Like Iron; Bonus Action; Cost: 25 stamina/MP.; Open saint-level body control. Unarmed attacks can stun, rupture armor, deflect weapons, or strike pressure points with +8 to physical technique.	Saint Palm (First milestone): Next melee exchange gains +6 class pressure. On a clean hit, add relevant STR/DEX modifier + Fist Saint level to damage or force a shove/disarm if fiction supports it. Empty Guard Break (Middle milestone): Choose offense or g...	Thunder Step (Scene milestone): Control the immediate melee space. Gain +10 temporary pressure to duels, body-blocks, charge breaks, grapples, or weapon contests. Lesser foes may lose morale. Fist That Rings Like Iron (Capstone): Decisive martial use: one...	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Empty Hand Master	Master Job Class	Requires suitable prior class depth/training.	STR/DEX/END; +1 two focus stats + signature stat/level; decisive capstone at 5	Hand That Holds Nothing; Reaction; Cost: 25 stamina/MP.; Turn emptiness into defense/offense. Parry weapons barehanded, redirect force, disarm, or counter grapples using master level + DEX/WIS.	Soft Redirect (First milestone): Next melee exchange gains +6 class pressure. On a clean hit, add relevant STR/DEX modifier + Empty Hand Master level to damage or force a shove/disarm if fiction supports it. No-Weapon Dominion (Middle milestone): Choose o...	Void Grip (Scene milestone): Control the immediate melee space. Gain +10 temporary pressure to duels, body-blocks, charge breaks, grapples, or weapon contests. Lesser foes may lose morale. Hand That Holds Nothing (Capstone): Decisive martial use: one atta...	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Maestro	Master Job Class	Requires suitable prior class depth/training.	CHA/WIS/INT; +1 two focus stats + signature stat/level; decisive capstone at 5	Final Movement; Action; Cost: 30 MP/stamina.; Conduct the scene as music. Allies act in rhythm, enemies lose timing, and one battlefield tempo effect	Conductor's Mark (First milestone): Grant an ally, party, patient, audience, or plan +6 pressure toward the intended result. Requires valid communication/tools/eviden		Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.

				applies every round for 1 scene.	ce. Crescendo Order (Middle milestone): Solve a tactical/social/support problem: rally, c...		
Choral Sage	Master Job Class	Requires suitable prior class depth/training.	INT/MANA/WIS; +1 two focus stats + signature stat/level; decisive capstone at 5	Hymn That Holds the World; Action; Cost: 30 MP.; Sing formulaic ritual harmonies. Stabilize group casting, divine rites, barriers, and large-scale morale using master level + CHA/WIS.	Harmonic Ward (First milestone): Grant an ally, party, patient, audience, or plan +6 pressure toward the intended result. Requires valid communication/tools/evidence. Ritual Chorus (Middle milestone): Solve a tactical/social/support problem: rally, comman...	Canon of Truth (Scene milestone): Define the scene advantage: formation, song, evidence, treatment, logistics, plan, or ritual. Allies gain +10 pressure to the chosen objective. Hymn That Holds the World (Capstone): Decisive support use: cancel a rout, re...	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Saint	Master Job Class	Requires suitable prior class depth/training.	WIS/CHA/MANA; +1 two focus stats + signature stat/level; decisive capstone at 5	Saintly Miracle; Action; Cost: 30 MP.; Perform a master miracle of healing, purification, sanctuary, or resurrection-adjacent rescue. Cannot freely reverse true death without setting permission.	Great Restoration (First milestone): Cast or invoke the class signature effect. Add +6 spell/control pressure and relevant MANA/INT/WIS/CHA modifier. Sanctify Field (Middle milestone): Create a persistent magical effect: ward, curse, element, illusion, sp...	Mercy Beyond Wounds (Scene milestone): Reshape the scene using the class theme. Area up to 20 ft basic, 40 ft advanced, or 60+ ft master. Damage/control starts at 5d8 + relevant magic stat. Saintly Miracle (Capstone): Decisive magical use: bypass one ordi...	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Divine Oracle	Master Job Class	Requires suitable prior class depth/training.	INT/MANA/WIS; +1 two focus stats + signature stat/level; decisive capstone at 5	Oracle of the Turning Point; Action; Cost: 30 MP.; Receive a prophetic image, danger warning, or fate-symbol. The bot must provide useful but symbolic truth proportional to master level.	Omen Sight (First milestone): Cast or invoke the class signature effect. Add +6 spell/control pressure and relevant MANA/INT/WIS/CHA modifier. Thread of Fate (Middle milestone): Create a persistent magical effect: ward, curse, element, illusion, spirit, o...	Avoided Doom (Scene milestone): Reshape the scene using the class theme. Area up to 20 ft basic, 40 ft advanced, or 60+ ft master. Damage/control starts at 5d8 + relevant magic stat. Oracle of the Turning Point (Capstone): Decisive magical use: bypass one...	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Archmage	Caster Master / 5	High Caster, Specialist, Ritualist, or Theurge; INT 65+ or MANA 65+	INT/MANA/WIS; +1 two focus stats + signature stat/level; decisive capstone at 5	Archmage Signature Technique; Action/bonus; 8-15 resource; Spells from one chosen tradition become faster and harder to interrupt. Can design one signature spell that may be used once every 24 hours.	Foundation: Spells from one chosen tradition become faster and harder to interrupt. Can design one signature spell that may be used once every 24 hours. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Archdruid	Master Job Class	Requires suitable prior class depth/training.	WIS/CHA/MANA; +1 two focus stats + signature stat/level; decisive capstone at 5	Heart of the Wild; Action; Cost: 30 MP.; Command the living environment. Weather, beasts, plants, fungi, terrain, and natural spirits answer at master scale.	Wild Shape Lord (First milestone): Cast or invoke the class signature effect. Add +6 spell/control pressure and relevant MANA/INT/WIS/CHA modifier. Storm Grove (Middle milestone): Create a persistent magical effect: ward, curse, element, illusion, spirit,...	Beast Parliament (Scene milestone): Reshape the scene using the class theme. Area up to 20 ft basic, 40 ft advanced, or 60+ ft master. Damage/control starts at 5d8 + relevant magic stat. Heart of the Wild (Capstone): Decisive magical use: bypass one ordin...	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Worldroot Speaker	Master Job Class	Requires suitable prior class depth/training.	WIS/CHA/MANA; +1 two focus stats + signature stat/level; decisive capstone at 5	Worldroot Communion; Action; Cost: 35 MP.; Speak through roots, land-memory, and ancient life networks. Learn hidden history, restrain regions, or awaken old groves.	Root Memory (First milestone): Cast or invoke the class signature effect. Add +6 spell/control pressure and relevant MANA/INT/WIS/CHA modifier. Ancient Tree Verdict (Middle milestone): Create a persistent magical effect: ward, curse, element, illusion, sp...	Subterranean Chorus (Scene milestone): Reshape the scene using the class theme. Area up to 20 ft basic, 40 ft advanced, or 60+ ft master. Damage/control starts at 5d8 + relevant magic stat. Worldroot Communion (Capstone): Decisive magical use: bypass one ...	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Curse Lord	Master Job Class	Requires suitable prior class depth/training.	INT/MANA/WIS; +1 two focus stats + signature	Royal Malediction; Action; Cost: 30 MP.; Layer a	Crown of Thorns (First milestone): Cast or invoke	Curse Cascade (Scene milestone): Reshape the	Resistance, cover, terrain, resource loss, anti-magic,

			stat/level; decisive capstone at 5	sovereign curse. The target carries persistent weakness, misfortune, pain, silence, decay, or doom until properly cleansed.	the class signature effect. Add +6 spell/control pressure and relevant MANA/INT/WIS/CHA modifier. Inherited Doom (Middle milestone): Create a persistent magical effect: ward, curse, element, illusion, spir...	scene using the class theme. Area up to 20 ft basic, 40 ft advanced, or 60+ ft master. Damage/control starts at 5d8 + relevant magic stat. Royal Malediction (Capstone): Decisive magical use: bypass one ordinary...	morale, boss/equal-tier counters.
Abyssal Theurge	Master Job Class	Requires suitable prior class depth/training.	INT/MANA/WIS; +1 two focus stats + signature stat/level; decisive capstone at 5	Abyssal Revelation; Action; Cost: 35 MP + corruption risk; Fuse abyssal pact and dark miracle. Heal through harm, summon abyssal aid, twist holy energy, or open a corruption zone.	Abyssal Benediction (First milestone): Cast or invoke the class signature effect. Add +6 spell/control pressure and relevant MANA/INT/WIS/CHA modifier. Black Communion (Middle milestone): Create a persistent magical effect: ward, curse, element, illusion,...	Demon Gate Spark (Scene milestone): Reshape the scene using the class theme. Area up to 20 ft basic, 40 ft advanced, or 60+ ft master. Damage/control starts at 5d8 + relevant magic stat.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Grand Artificer	Master Job Class / 5	Artificer; Craft: Artifice 60+ or Mechanisms 60+	INT/DEX/MANA; +1 two focus stats + signature stat/level; decisive capstone at 5	Grand Invention; Action; Cost: tools + 35 MP/materials.; Create or deploy a masterwork device, artifact component, or battlefield machine. It performs at master scale but needs resources.	Artifact Prototype (First milestone): Create or deploy a masterwork device, artifact component, or battlefield machine. It performs at master scale but needs resources. Emergency Device (Middle milestone): Upgrade the signature effect with +8 class pressu...	Mana Engine (Scene milestone): Scene-defining use of Grand Artificer: gain +10 class pressure, create a clear obstacle/advantage, and force enemies to respond. Grand Invention (Capstone): Decisive use of Grand Invention; treat as the class peak. Bosses ma...	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Golem Architect	Master Job Class	Requires suitable prior class depth/training.	INT/DEX/MANA; +1 two focus stats + signature stat/level; decisive capstone at 5	Colossus Blueprint; Action; Cost: control core + 35 MP/materials.; Build, awaken, or command golems/automata. Control capacity and construct quality scale with master level and materials.	Core Command (First milestone): Build, awaken, or command golems/automata. Control capacity and construct quality scale with master level and materials. Guardian Frame (Middle milestone): Upgrade the signature effect with +8 class pressure and one seconda...	Auto-Repair Rune (Scene milestone): Scene-defining use of Golem Architect: gain +10 class pressure, create a clear obstacle/advantage, and force enemies to respond. Colossus Blueprint (Capstone): Decisive use of Colossus Blueprint; treat as the class peak...	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Grand Alchemist	Master Job Class	Requires suitable prior class depth/training.	INT/DEX/MANA; +1 two focus stats + signature stat/level; decisive capstone at 5	Grand Transmutation; Action; Cost: rare reagents + 30 MP.; Create a master reagent: panacea, mutagen, poison, explosive, transmutation, or homunculus catalyst.	Philosopher Flask (First milestone): Create a master reagent: panacea, mutagen, poison, explosive, transmutation, or homunculus catalyst. Battlefield Reagent (Middle milestone): Upgrade the signature effect with +8 class pressure and one secondary consequ...	Perfect Distillation (Scene milestone): Scene-defining use of Grand Alchemist: gain +10 class pressure, create a clear obstacle/advantage, and force enemies to respond. Grand Transmutation (Capstone): Decisive use of Grand Transmutation; treat as the clas...	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Philosopher	Master Job Class	Requires suitable prior class depth/training.	STR/DEX/END; +1 two focus stats + signature stat/level; decisive capstone at 5	Philosopher's Stone Thesis; Action; Cost: 35 MP + rare focus.; Apply metaphysical alchemy to matter, soul-symbols, truth, or transformation. Effects are powerful but require strict conditions.	Prima Materia (First milestone): Cast or invoke the class signature effect. Add +6 spell/control pressure and relevant MANA/INT/WIS/CHA modifier. Truth Formula (Middle milestone): Create a persistent magical effect: ward, curse, element, illusion, spirit,...	Essence Distillation (Scene milestone): Reshape the scene using the class theme. Area up to 20 ft basic, 40 ft advanced, or 60+ ft master. Damage/control starts at 5d8 + relevant magic stat. Philosopher's Stone Thesis (Capstone): Decisive magical use: byp...	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Warlord	Master Job Class / 5	High Commander, Knight, or Armament Lord; Leadership 50+; total level 70+	CHA/WIS/INT; +1 two focus stats + signature stat/level; decisive capstone at 5	Rule of War; Action; Cost: 30 stamina.; Command battle at army scale. Morale, logistics, intimidation,	Grand Rally (First milestone): Command battle at army scale. Morale, logistics, intimidation,	Reserve Order (Scene milestone): Scene-defining use of Warlord: gain +10 class pressure, create a	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.

				formations, and reserves move through your authority.	formations, and reserves move through your authority. Break Their Line (Middle milestone): Upgrade the signature effect with +8 class pressure and one secondary ...	clear obstacle/advantage, and force enemies to respond. Rule of War (Capstone): Decisive use of Rule of War; treat as the class peak. Bosses may resist but t...	
Grand Strategist	Master Job Class	Requires suitable prior class depth/training.	STR/DEX/END; +1 two focus stats + signature stat/level; decisive capstone at 5	Checkmate Plan; Action; Cost: 30 stamina/MP; Reveal a prepared contingency, prediction, trap, route, or counter-plan. It must be plausible from prior information or resources.	Three-Move Read (First milestone): Reveal a prepared contingency, prediction, trap, route, or counter-plan. It must be plausible from prior information or resources. Hidden Reserve (Middle milestone): Upgrade the signature effect with +8 class pressure an...	Trap Within Trap (Scene milestone): Scene-defining use of Grand Strategist: gain +10 class pressure, create a clear obstacle/advantage, and force enemies to respond. Checkmate Plan (Capstone): Decisive use of Checkmate Plan; treat as the class peak. Bosse...	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Grand Sage	Master Job Class	Requires suitable prior class depth/training.	INT/MANA/WIS; +1 two focus stats + signature stat/level; decisive capstone at 5	Grand Answer; Action; Cost: 20 MP or downtime.; Produce master knowledge. Ask for deep lore, weakness, translation, theory, or historical reconstruction if evidence exists.	Universal Index (First milestone): Produce master knowledge. Ask for deep lore, weakness, translation, theory, or historical reconstruction if evidence exists. Lost Language (Middle milestone): Upgrade the signature effect with +8 class pressure and one s...	Impossible Connection (Scene milestone): Scene-defining use of Grand Sage: gain +10 class pressure, create a clear obstacle/advantage, and force enemies to respond. Grand Answer (Capstone): Decisive use of Grand Answer; treat as the class peak. Bosses may...	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Reality Theorist	Master Job Class	Requires suitable prior class depth/training.	INT/MANA/WIS; +1 two focus stats + signature stat/level; decisive capstone at 5	Theory of Reality; Action; Cost: 40 MP; Touch the rules beneath spells, space, dimensions, and system logic. Alter, stabilize, or expose one rule-bound phenomenon.	Dimensional Model (First milestone): Cast or invoke the class signature effect. Add +6 spell/control pressure and relevant MANA/INT/WIS/CHA modifier. Causality Pin (Middle milestone): Create a persistent magical effect: ward, curse, element, illusion, spi...	System Crack (Scene milestone): Reshape the scene using the class theme. Area up to 20 ft basic, 40 ft advanced, or 60+ ft master. Damage/control starts at 5d8 + relevant magic stat. Theory of Reality (Capstone): Decisive magical use: bypass one ordinary ...	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Eclipse	Master Job Class	Requires suitable prior class depth/training.	STR/DEX/END; +1 two focus stats + signature stat/level; decisive capstone at 5	The Goal of All Life; Action; Cost: once per long rest + 40 MP; Invoke ultimate death authority. Death magic delayed, resisted, or expanded by this power may bypass normal immunity only under strict world-class conditions.	Death Crown (First milestone): Cast or invoke the class signature effect. Add +6 spell/control pressure and relevant MANA/INT/WIS/CHA modifier. End Delay (Middle milestone): Create a persistent magical effect: ward, curse, element, illusion, spirit, or fi...	Eclipse Rite (Scene milestone): Reshape the scene using the class theme. Area up to 20 ft basic, 40 ft advanced, or 60+ ft master. Damage/control starts at 5d8 + relevant magic stat. The Goal of All Life (Capstone): Decisive magical use: bypass one ordina...	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
World of Disaster	Master Job Class	Requires suitable prior class depth/training.	INT/MANA/WIS; +1 two focus stats + signature stat/level; decisive capstone at 5	World of Disaster Authority; Action; Cost: once per long rest + 50 MP; Declare a conceptual disaster zone. The scene itself bends toward collapse: weather, terrain, mana, morale, and structures fail under disaster logic.	Calamity Domain (First milestone): Cast or invoke the class signature effect. Add +6 spell/control pressure and relevant MANA/INT/WIS/CHA modifier. Law of Ruin (Middle milestone): Create a persistent magical effect: ward, curse, element, illusion, spirit,...	Disaster Incarnation (Scene milestone): Reshape the scene using the class theme. Area up to 20 ft basic, 40 ft advanced, or 60+ ft master. Damage/control starts at 5d8 + relevant magic stat.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Juggernaut	Martial Master / 5	Sentinel, Warden, Shieldbearer, or Defender; VIT 60+ or END 60+	STR/DEX/END; +1 two focus stats + signature stat/level; decisive capstone at 5	Juggernaut Signature Technique; Action/bonus; 8-15 resource; Treat knockback, stagger, and forced movement as one tier weaker. While advancing, may ignore weak attacks	Foundation: Treat knockback, stagger, and forced movement as one tier weaker. While advancing, may ignore weak attacks and break formations by movement alone.; +2	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.

				and break formations by movement alone.	pressure. Improved: +5 pressure or secondary effect.		
Blade Emperor	Martial Master / 5	Sword Saint or Blade Dancer; Weapon Mastery 60+	STR/DEX/END; +1 two focus stats + signature stat/level; decisive capstone at 5	Blade Emperor Signature Technique; Action/bonus; 8-15 resource; Chosen weapon type becomes an extension of the body. Can perform one perfect attack once every 24 hours, bypassing mundane armor and most non-magic guards.	Foundation: Chosen weapon type becomes an extension of the body. Can perform one perfect attack once every 24 hours, bypassing mundane armor and most non-magic guards.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Thousand-Arms Master	Martial Master / 5	Dualer, Asura, Arthropod extra arms, or any multi-limb trait; DEX 60+	STR/DEX/END; +1 two focus stats + signature stat/level; decisive capstone at 5	Thousand-Arms Master Signature Technique; Action/bonus; 8-15 resource; Can coordinate multiple weapons or limbs without penalty. Once per combat, may resolve one attack against every enemy within melee reach.	Foundation: Can coordinate multiple weapons or limbs without penalty. Once per combat, may resolve one attack against every enemy within melee reach.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Grand Duelist	Martial Master / 5	Samurai, Arcane Duelist, or Sword Saint; DEX 55+; Insight 40+	DEX/END/WIS; +1 two focus stats + signature stat/level; decisive capstone at 5	Grand Duelist Signature Technique; Action/bonus; 8-15 resource; One-on-one combat superiority. When challenged targets ignore the duel, the user gains escalating attack, evasion, and intimidation bonuses.	Foundation: One-on-one combat superiority. When challenged targets ignore the duel, the user gains escalating attack, evasion, and intimidation bonuses.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Titan Breaker	Martial Master / 5	Berserker, Barbarian, Dragoon, or Grand Grappler; STR 65+	INT/MANA/WIS; +1 two focus stats + signature stat/level; decisive capstone at 5	Titan Breaker Signature Technique; Action/bonus; 8-15 resource; Attacks against larger creatures deal greatly increased structure and stagger damage. Can briefly treat STR as doubled for one physical action once every 8 hours.	Foundation: Attacks against larger creatures deal greatly increased structure and stagger damage. Can briefly treat STR as doubled for one physical action once every 8 hours.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Phantom Step	Mobility Master / 5	Ninja, Thief, Assassin, Zephyr, or Sky Dancer; Stealth 60+ or Flight 60+	DEX/END/WIS; +1 two focus stats + signature stat/level; decisive capstone at 5	Phantom Step Signature Technique; Action/bonus; 8-15 resource; Movement becomes nearly impossible to track. Can vanish from passive detection after breaking line of sight and reposition once per encounter.	Foundation: Movement becomes nearly impossible to track. Can vanish from passive detection after breaking line of sight and reposition once per encounter.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Horizon Archer	Ranged Master / 5	Sniper, Hunter, Gunner, or Mobile Artillery; Perception 60+	DEX/END/WIS; +1 two focus stats + signature stat/level; decisive capstone at 5	Horizon Archer Signature Technique; Action/bonus; 8-15 resource; Long-range attacks ignore most environmental penalties. Once every 4 hours, can mark a target and treat all ranged attacks against it as guided.	Foundation: Long-range attacks ignore most environmental penalties. Once every 4 hours, can mark a target and treat all ranged attacks against it as guided.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Siege Saint	Ranged Master / 5	Grenadier or Mobile Artillery; Engineering 50+	INT/MANA/WIS; +1 two focus stats + signature stat/level; decisive capstone at 5	Siege Saint Signature Technique; Action/bonus; 8-15 resource; AoE and siege attacks gain improved blast shaping. Can create one battlefield demolition plan per day that doubles damage to structures or formations.	Foundation: AoE and siege attacks gain improved blast shaping. Can create one battlefield demolition plan per day that doubles damage to structures or formations.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Apex Predator	Hunter Master / 5	Hunter, Beast Tamer, Savage, or Chimerathrope; Survival 60+	INT/MANA/WIS; +1 two focus stats + signature stat/level; decisive capstone at 5	Apex Predator Signature Technique; Action/bonus; 8-15 resource; Can identify prey weaknesses after	Foundation: Can identify prey weaknesses after observation. Against tracked targets, gains bonuses to	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.

				observation. Against tracked targets, gains bonuses to stealth, pursuit, damage, and resistance to fear.	stealth, pursuit, damage, and resistance to fear.; +2 pressure. Improved: +5 pressure or secondary effect.		
Grand Theurge	Caster Master / 5	Theurge; two or more spellcasting traditions; MANA 60+	INT/MANA/WIS; +1 two focus stats + signature stat/level; decisive capstone at 5	Grand Theurge Signature Technique; Action/bonus; 8-15 resource; Can merge two traditions into hybrid casting. Once per day, cast a spell using the best attribute and resistance interaction from either tradition.	Foundation: Can merge two traditions into hybrid casting. Once per day, cast a spell using the best attribute and resistance interaction from either tradition.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
World-Ritualist	Caster Master / 5	Ritualist or Incantator; Spellcraft 60+; total level 75+	INT/MANA/WIS; +1 two focus stats + signature stat/level; decisive capstone at 5	World-Ritualist Signature Technique; Action/bonus; 8-15 resource; Large rituals can affect towns, battlefields, weather, curses, wards, or summons. Rituals require time, materials, and narrative consequence.	Foundation: Large rituals can affect towns, battlefields, weather, curses, wards, or summons. Rituals require time, materials, and narrative consequence.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Spell Sovereign	Caster Master / 5	Specialist and High Caster; Knowledge: Arcana 60+	INT/MANA/WIS; +1 two focus stats + signature stat/level; decisive capstone at 5	Spell Sovereign Signature Technique; Action/bonus; 8-15 resource; Chosen spell school gains extreme efficiency. Once per combat, may modify a spell's range, shape, target count, or secondary effect.	Foundation: Chosen spell school gains extreme efficiency. Once per combat, may modify a spell's range, shape, target count, or secondary effect.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Chronarch	Caster Master / 5	Chronomancer; WIS 55+ or INT 55+	INT/MANA/WIS; +1 two focus stats + signature stat/level; decisive capstone at 5	Chronarch Signature Technique; Action/bonus; 8-15 resource; Time magic becomes more stable. Can resist timeline disruption and briefly store one action to release later once every 8 hours.	Foundation: Time magic becomes more stable. Can resist timeline disruption and briefly store one action to release later once every 8 hours.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Void Negater	Caster Master / 5	Negater or Barrier Mage; Abjuration specialization; WIS 55+	INT/MANA/WIS; +1 two focus stats + signature stat/level; decisive capstone at 5	Void Negater Signature Technique; Action/bonus; 8-15 resource; Anti-magic becomes refined. Once per day, create a null zone that suppresses weak spells, illusions, summons, and magical sensors.	Foundation: Anti-magic becomes refined. Once per day, create a null zone that suppresses weak spells, illusions, summons, and magical sensors.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Lifebinder	Healer Master / 5	Healer, Medicine Man, Cleric, or Hour; Medicine 60+	STR/DEX/END; +1 two focus stats + signature stat/level; decisive capstone at 5	Lifebinder Signature Technique; Action/bonus; 8-15 resource; Can anchor a dying ally for a short time, delaying death. Healing effects also improve injury recovery and status resistance.	Foundation: Can anchor a dying ally for a short time, delaying death. Healing effects also improve injury recovery and status resistance.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Deathless Hierophant	Divine Master / 5	Pardoner, Contemplative, Polytheist, or Gospeler; Religion 60+	INT/MANA/WIS; +1 two focus stats + signature stat/level; decisive capstone at 5	Deathless Hierophant Signature Technique; Action/bonus; 8-15 resource; Divine power can target karma, souls, curses, and undead more precisely. Once per day, invoke a domain miracle with broad narrative effect.	Foundation: Divine power can target karma, souls, curses, and undead more precisely. Once per day, invoke a domain miracle with broad narrative effect.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Eclipse Adept	Elemental/Karma Master / 5	Radiant Adept and Shadow Adept, or Mediator; Light/Dark resistance trait	STR/DEX/END; +1 two focus stats + signature stat/level; decisive capstone at 5	Eclipse Adept Signature Technique; Action/bonus; 8-15 resource; Light and dark effects may be blended, inverted, or	Foundation: Light and dark effects may be blended, inverted, or neutralized. Can convert one light or dark attack into healing,	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.

				neutralized. Can convert one light or dark attack into healing, shielding, or silence once per encounter.	shielding, or silence once per encounter.; +2 pressure. Improved: +5 pressure or secondary effect.		
Primal Sovereign	Nature Master / 5	Druid, Beast Tamer, Elementalist, or Primal Elemental; Survival or Nature 60+	STR/DEX/END; +1 two focus stats + signature stat/level; decisive capstone at 5	Primal Sovereign Signature Technique; Action/bonus; 8-15 resource; Natural environments respond to the user. Can declare a battlefield as favored terrain once per day, granting mobility and regeneration benefits.	Foundation: Natural environments respond to the user. Can declare a battlefield as favored terrain once per day, granting mobility and regeneration benefits.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Mythic Smith	Craft Master / 5	Craftsman or Runesmith; Smithing 60+	INT/MANA/WIS; +1 two focus stats + signature stat/level; decisive capstone at 5	Mythic Smith Signature Technique; Action/bonus; 8-15 resource; Weapons and armor crafted by the user may hold stronger enchantments. Can repair or reforge damaged artifacts with proper materials.	Foundation: Weapons and armor crafted by the user may hold stronger enchantments. Can repair or reforge damaged artifacts with proper materials.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Philosopher Alchemist	Craft Master / 5	Alchemist; Alchemy 60+; INT 55+	INT/DEX/MANA; +1 two focus stats + signature stat/level; decisive capstone at 5	Philosopher Alchemist Signature Technique; Action/bonus; 8-15 resource; Can distill potions that alter stats, resistances, status effects, or senses. Experimental brews can be powerful but risky.	Foundation: Can distill potions that alter stats, resistances, status effects, or senses. Experimental brews can be powerful but risky.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Master Architect	Craft/Profession Master / 5	Profession: Architect or Civil Engineer 60+; Engineering 50+	INT/DEX/MANA; +1 two focus stats + signature stat/level; decisive capstone at 5	Master Architect Signature Technique; Action/bonus; 8-15 resource; Can design fortresses, cities, bridges, wards, siegeworks, and hidden bases. Structures gain mechanical and defensive advantages.	Foundation: Can design fortresses, cities, bridges, wards, siegeworks, and hidden bases. Structures gain mechanical and defensive advantages.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Guild Patriarch	Social Master / 5	Merchant, Leadership, Persuasion, or a profession skill 60+; CHA 55+	CHA/WIS/INT; +1 two focus stats + signature stat/level; decisive capstone at 5	Guild Patriarch Signature Technique; Action/bonus; 8-15 resource; Can found or command a major organization. Reputation gains and faction negotiations become stronger and more stable.	Foundation: Can found or command a major organization. Reputation gains and faction negotiations become stronger and more stable.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Silver-Tongued Saint	Social Master / 5	Charmer, Bard, Inquisitor, or Leanan Sidhe; Persuasion 60+	WIS/CHA/MANA; +1 two focus stats + signature stat/level; decisive capstone at 5	Silver-Tongued Saint Signature Technique; Action/bonus; 8-15 resource; Non-combat influence becomes exceptional. Can end hostile encounters socially if the target has reason to listen.	Foundation: Non-combat influence becomes exceptional. Can end hostile encounters socially if the target has reason to listen.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Dread Sovereign	Social/Fear Master / 5	Intimidation 60+; fear, panic, despair, or revulsion ability	STR/DEX/END; +1 two focus stats + signature stat/level; decisive capstone at 5	Dread Sovereign Signature Technique; Action/bonus; 8-15 resource; Presence alone can break weak morale. Once per day, declare an enemy group shaken before combat begins.	Foundation: Presence alone can break weak morale. Once per day, declare an enemy group shaken before combat begins.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Master Spy	Stealth Master / 5	Thief, Assassin, Doppelganger, or Pickpocket; Stealth 60+ and Deception 50+	DEX/END/WIS; +1 two focus stats + signature stat/level; decisive capstone at 5	Master Spy Signature Technique; Action/bonus; 8-15 resource; Can maintain false identities, build informant networks, and bypass most mundane security. Once per session,	Foundation: Can maintain false identities, build informant networks, and bypass most mundane security. Once per session,	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.

				reveal a prepared contingency.	Improved: +5 pressure or secondary effect.		
Saint of the Road	Survival Master / 5	Ranger, Strider, Triathlete, or Survival 60+	WIS/CHA/MANA; +1 two focus stats + signature stat/level; decisive capstone at 5	Saint of the Road Signature Technique; Action/bonus; 8-15 resource; Travel penalties are dramatically reduced for the party. Can find safe routes, hidden camps, water, food, and weather shelter in hostile regions.	Foundation: Travel penalties are dramatically reduced for the party. Can find safe routes, hidden camps, water, food, and weather shelter in hostile regions.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Legendary Performer	Performance Master / 5	Virtuoso, Spellsinger, Gospeler, or Performance 60+	INT/MANA/WIS; +1 two focus stats + signature stat/level; decisive capstone at 5	Legendary Performer Signature Technique; Action/bonus; 8-15 resource; Performances can affect crowds, armies, spirits, and monsters. Once per day, perform a legendary piece with a custom morale, charm, fear, healing, or illusion effect.	Foundation: Performances can affect crowds, armies, spirits, and monsters. Once per day, perform a legendary piece with a custom morale, charm, fear, healing, or illusion effect.; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.

Other / Legacy Job Classes

Class	Cat/Cost	Req	Stats/Growth	Signature/Base	Feature 1-2	Feature 3-Capstone	Counterplay
Ki Adept	Job Class	None beyond job access/training.	STR/DEX/END; +1 focus stat/level; milestone scaling by class depth	Ki Adept Signature Technique; Action/bonus; 8-15 resource;	Foundation: Class specialty action; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Cursed Knight	Job Class	None beyond job access/training.	INT/MANA/WIS; +1 focus stat/level; milestone scaling by class depth	Cursed Knight Signature Technique; Action/bonus; 8-15 resource;	Foundation: Class specialty action; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
High Sorcerer	Job Class	None beyond job access/training.	INT/MANA/WIS; +1 focus stat/level; milestone scaling by class depth	High Sorcerer Signature Technique; Action/bonus; 8-15 resource;	Foundation: Class specialty action; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Potion Master	Job Class	None beyond job access/training.	INT/DEX/MANA; +1 focus stat/level; milestone scaling by class depth	Potion Master Signature Technique; Action/bonus; 8-15 resource;	Foundation: Class specialty action; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Mutagenist	Job Class	None beyond job access/training.	INT/DEX/MANA; +1 focus stat/level; milestone scaling by class depth	Mutagenist Signature Technique; Action/bonus; 8-15 resource;	Foundation: Class specialty action; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Tactician	Job Class	None beyond job access/training.	CHA/WIS/INT; +1 focus stat/level; milestone scaling by class depth	Tactician Signature Technique; Action/bonus; 8-15 resource;	Foundation: Class specialty action; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Onmyoji	Job Class	None beyond job access/training.	INT/MANA/WIS; +1 focus stat/level; milestone scaling by class depth	Onmyoji Signature Technique; Action/bonus; 8-15 resource;	Foundation: Class specialty action; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Rageborn	Job Class	None beyond job access/training.	STR/DEX/END; +1 focus stat/level; milestone scaling by class depth	Rageborn Signature Technique; Action/bonus; 8-15 resource;	Foundation: Class specialty action; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
World Champion	Job Class	None beyond job access/training.	STR/DEX/END; +1 focus stat/level; milestone scaling by class depth	World Champion Signature Technique; Action/bonus; 8-15 resource;	Foundation: Class specialty action; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
Grand Elementalist	Job Class	None beyond job access/training.	INT/MANA/WIS; +1 focus stat/level; milestone scaling by class depth	Grand Elementalist Signature Technique; Action/bonus; 8-15 resource;	Foundation: Class specialty action; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.

Master of Death	Job Class	None beyond job access/training.	STR/DEX/END; +1 focus stat/level; milestone scaling by class depth	Master of Death Signature Technique; Action/bonus; 8-15 resource;	Foundation: Class specialty action; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.
World Disaster	Job Class	None beyond job access/training.	INT/MANA/WIS; +1 focus stat/level; milestone scaling by class depth	World Disaster Signature Technique; Action/bonus; 8-15 resource;	Foundation: Class specialty action; +2 pressure. Improved: +5 pressure or secondary effect.	Scene: creates obstacle/advantage. Capstone: full class level + stat modifier twice.	Resistance, cover, terrain, resource loss, anti-magic, morale, boss/equal-tier counters.

Source Notes

Source A: Mushoku x Overlord RPG Job Class Defined Features Expansion PDF uploaded in this chat. The PDF class index and feature entries were used for all matching classes.

Source B: RPG Racial and Job Class Handbook - Requirements Edition uploaded in this chat. Only job-class tables were used; racial classes were excluded.