Chapter 34.2: Lux's Job Class [Part 2]

After leaving the Adventurer's Guild, Lux returned to the inn and went back to his room in order to tie up the loose ends of his Class Change.

Lux stared at the 100 untouched Stat Points in his Soul Book and decided to start allocating them.

After someone had acquired 200 combined stat points, they would step into the ranks of a Grade D Apostle.

This was the first step towards breaking through the limits of mortality, and would set the person apart from commoners. Therefore, after Lux stepped into this new realm, he would have to leave Leaf Village and go to an Intermediate Town.

But for the time being, Lux had no intention of leaving yet because he still had unfinished business in the Beginner's Area. Having considered this, he decided to limit his stats, so he wouldn't cross the threshold into that of Apostles.

—--

Name: Lux Von Kaizer

Age: 16

Race: Half-Elf

Rank: (None)

Health: 960 / 960

Mana: 940 / 940

Strength: 46 (+3)

Intelligence: 46 (+1)

Vitality: 31

Agility: 34 (+3)

Dexterity: 31 (+3)

Free Stat Points Available: 30

Special Abilities: Skill Evolution [EX], Mana Drain [EX]

Active Skills: Power Shot, Slash, Dark Arrow,

Passive Skills: Enhanced Fortitude

—--

< Immortal Conqueror's Legacy >

Rating: F+

Progress: (51/100)

—--

After limiting his stats, Lux was now only twelve points away from becoming an Apostle. Although he had enough stats to do so, he decided to put them on hold until he was done upgrading all of his other skills to the limit of the Beginner's Area.

His Health Points and Mana had risen drastically after he changed his profession, which made him feel more secure in fighting against the monsters that had easily beaten him in the past, just like the Draugr.

His first skill Summon Skeleton that he acquired after he got + 1 to all Summoning Skills had also been upgraded.

—--

< Choose which upgrade you wish to take. >

Option 1: Summon two Skeletons to fight for you instead of one.

Option 2: Upgrade Summon Skeleton Skill to Summon Skeleton Warrior.

—--

After experiencing the Monster Outbreak, Lux's mentality had also changed. Instead of quantity, he now focused on quality.

"Let's go with Summon Skeleton Warrior," Lux muttered as he clicked his choice.

—--

< Summon Skeleton Warrior >

Rating: F+

Mana: 5

– Summons one Skeleton Warrior to fight for you

– Summon duration: 1 hour

– Skill Cooldown: 5 minutes.

< Skeleton Warrior >

Health: 30

Attack: 5 - 15

—---

Unlike Diablo, whose stats he could see, the stats of the Summoned Creatures were fixed. This was also an example advantage of having a Named Creature instead of normal Monsters. Their growth rate was at least two to three times faster when compared to other Monsters of the same rank.

Lux smirked before going to Diablo's Personal page. His Named Creature was also affected by the "+1 to all Summoning Skills" bonus that he received from his Class Change.

He remembered the note telling him that Diablo would go through a qualitative change after he was upgraded again, so Lux happily checked to see if the changes had already been implemented on his Named Creature's Status Page.

—-

< Diablo has reached the requirement for a Job Change >

< Please Choose your named Creature's Job Class wisely >

< Compatible Job Classes >

< Skeleton Barbarian >

– U MAD BRUH? The Skeleton Barbarian is always mad. Its sole purpose is to deal as much damage to the enemy without care for its own life. This is a pure offensive Job Class that brings fear to the hearts of anyone who faces them in battle.

(Job Class Bonus)

+20 Strength

Active Skill: Berserk, Stone Body.

—--

< Skeleton Fighter >

– If you need a lackey that handles everything like fighting, cooking, or doing the laundry then the Skeleton Fighter is your best pick. It is not only a warrior, but also a tactician. It has well rounded abilities that allow it to both attack and defend, depending on the situation.

(Job Class Bonus)

+10 Strength

+5 Agility

+5 Dexterity

Passive Skill: Parry, Tactician

—--

< Skeleton Shield Warrior >

– Need a meatshield? Look no further! The Skeleton Shield Warrior is the Masochist of the Skeletal Race. No matter if you are fighting a Dwarf, or a Dragon, this cannon fodder will always die before you!

(Job Class Bonus)

+20 Vitality

+500 Health Points

Active Skill: Taunt

Passive Skill: Guts

—-

"Diablo can also change Job Classes?" Lux's eyes widened in shock after looking at the three options that were presented right in front of him.

This also made Lux realize that he still hadn't given his Named Creature a role in his party. Roles were very important because it could make or break a team's composition, especially when going on raids and dungeon expeditions.

'Although a Barbarian is good, I don't want Diablo to be a mindless killing machine.' Lux rubbed his chin. 'A Skeleton Fighter is also good because it's an all rounder. As for the Shield Warrior, this is a must have in any party…'

Currently, Lux was torn between a Skeleton Fighter and a Skeleton Shield Warrior. After spending a quarter of an hour thinking about the pros and cons of both, he finally settled for the Skeleton Fighter for its well rounded stats.

It could both attack and defend. The Skeleton Fighter had the flexibility that neither the Skeleton Barbarian or the Skeleton Shield Warrior had.

—--

< Diablo >

"Finally a worthy opponent. Our battle will be Legendary!"

– Named Skeleton

– Skeleton Fighter

– Rating: D

– Mana: 10

– Progress (35 / 100)

Health: 670 / 670

Mana: 640 / 640

Attack: 50 - 65 (+20 Damage from Tranquility)

Attack Type: Ethereal Damage.

Strength: 33 (+1)

Intelligence: 32

Vitality: 31 (+2)

Agility: 32 (+2)

Dexterity: 32 (+2)

Defense: 75

Title: Firstborn

Active Skills: Slash

Passive Skills: Parry, Tactician

Note: Congratulations! Your Partner has finally unlocked its first Job Class! Now things are going to get really interesting!

—--

After properly organizing his Soul Book, Lux unsummoned it and laid on his bed.

The Beast Cores that had been given to him by Colette also allowed him to learn the passive skill "Fortitude", which automatically upgraded itself to Enhanced Fortitude due to Lux's Skill Evolution [EX].

—---

< Enhanced Fortitude >

(Passive Skill)

– Enhanced Fortitude decreases all damage received by 10%.

—--

Although a 10% decrease in damage might not seem much, this would prove very useful when he fought off stronger monsters because it worked for both physical and magical damage.

'Now I understand why Lord Gerald issued a decree to not allow any of the adults to spoil their children by giving them Beast Cores to boost their stats at the early stages,' Lux mused. 'It gives them a false sense of security knowing that they will be able to outclass the Monsters in the Beginner's Area.

This carelessness might lead them to lower their guard, causing them to commit several mistakes because they thought that they were strong enough to handle anything the Monsters throw at them.

'I better be careful with my mindset, or else I might suffer the same fate as those sons of noble families who fearlessly challenged the Alpha Monsters and Field Bosses due to their boosted stats.'

Lux glanced at the clock on the wall and decided to take a nap for a few hours before meeting Colette and Matty at the Bronze Crypt. This had been a very eventful day, and he needed to rest his mind in order to be ready for his first ever Dungeon exploration.