

Class progression and level gates

Main rebirth path: level caps by stage and the minimum levels required for each promotion.

STAGE	MAXIMUM BASE	MAXIMUM JOB	REQUIREMENT TO ADVANCE
Novice	99	10	Job 10 -> first job
First job	99	50	Job 50 -> second job
Second job	99	50	Base 99 / Job 50 -> rebirth
High Novice	99	10	Job 10 -> transcendent first job
Transcendent first job	99	50	Job 50 -> transcendent second job
Transcendent second job	150	70	Base 150 / Job 50 -> third job
Third job	200	70	Base 200 / Job 70 -> fourth job
Fourth job	275	120	Maximum level

Job 50 promotion gate at Transcendent Second: this stage may continue to Job 70, but only Base 150 and Job 50 are required to promote to third job.

HOW TO READ THIS TABLE

Maximum Base and Job are the caps for that class stage. Requirements are the minimum levels for the next promotion. The standard transcendent route includes rebirth after second job at Base 99 / Job 50.

This is the local progression review sheet. Baby and expanded routes have exceptions; see pages 2 and 3. Druid, Karnos, and Alitea follow a custom path.

Classic job-family paths

Each family follows the level gates on page 1, including its rebirth and transcendent stages.

STARTING FAMILY	CLASS PATH
Swordman	1. Novice -> Swordman -> Knight -> High Novice -> High Swordman -> Lord Knight -> Rune Knight -> Dragon Knight 2. Novice -> Swordman -> Crusader -> High Novice -> High Swordman -> Paladin -> Royal Guard -> Imperial Guard
Mage	3. Novice -> Mage -> Wizard -> High Novice -> High Mage -> High Wizard -> Warlock -> Arch Mage 4. Novice -> Mage -> Sage -> High Novice -> High Mage -> Professor -> Sorcerer -> Elemental Master
Archer	5. Novice -> Archer -> Hunter -> High Novice -> High Archer -> Sniper -> Ranger -> Windhawk 6. Novice -> Archer -> Bard -> High Novice -> High Archer -> Clown -> Minstrel -> Troubadour (male) 7. Novice -> Archer -> Dancer -> High Novice -> High Archer -> Gypsy -> Wanderer -> Trouvere (female)
Merchant	8. Novice -> Merchant -> Blacksmith -> High Novice -> High Merchant -> Whitesmith -> Mechanic -> Meister 9. Novice -> Merchant -> Alchemist -> High Novice -> High Merchant -> Creator -> Genetic -> Biolo
Acolyte	10. Novice -> Acolyte -> Priest -> High Novice -> High Acolyte -> High Priest -> Archbishop -> Cardinal 11. Novice -> Acolyte -> Monk -> High Novice -> High Acolyte -> Champion -> Sura -> Inquisitor
Thief	12. Novice -> Thief -> Assassin -> High Novice -> High Thief -> Assassin Cross -> Guillotine Cross -> Shadow Cross 13. Novice -> Thief -> Rogue -> High Novice -> High Thief -> Stalker -> Shadow Chaser -> Abyss Chaser

Expanded and custom class paths

These routes use separate promotion steps instead of the classic rebirth sequence.

NO.	CLASS PATH	LOCAL PROMOTION GATES
14	Novice -> Taekwon -> Star Gladiator -> Star Emperor -> Sky Emperor	Job 10 to Taekwon; Job 50 to Star Gladiator; Base 99 / Job 50 to Star Emperor; Base 200 / Job 70 to Sky Emperor.
15	Novice -> Taekwon -> Soul Linker -> Soul Reaper -> Soul Ascetic	Job 10 to Taekwon; Job 50 to Soul Linker; Base 99 / Job 50 to Soul Reaper; Base 200 / Job 70 to Soul Ascetic.
16	Novice -> Gunslinger -> Rebellion -> Night Watch	Job 10 to Gunslinger; Base 99 / Job 70 to Rebellion; Base 200 / Job 70 to Night Watch.
17	Novice -> Ninja -> Kagerou / Oboro -> Shinkiro / Shiranui	Job 10 to Ninja; Base 99 / Job 70 to Kagerou / Oboro; Base 200 / Job 70 to Shinkiro / Shiranui.
18	Novice -> Super Novice -> Expanded Super Novice -> Hyper Novice	Base 45 / Job 10 to Super Novice; Base 99 / Job 99 to Expanded Super Novice; Base 200 / Job 70 to Hyper Novice.
19	Novice -> Summoner (Doram) -> Spirit Handler	Job 10 to Summoner; this local jobmaster advances directly to Spirit Handler at Base 200 / Job 60.
20	Novice -> Druid -> Karnos -> Alitea	Job 10 to Druid; Base 99 / Job 70 to Karnos; Base 200 / Job 70 to Alitea.

These routes do not all share the same caps. The gates above are the values configured by the local jobmaster. Target-class caps are set separately in re/job_exp.yml; fourth jobs use Base 275 / Job 120 where supported.

Baby and baby-expanded classes

Baby characters skip rebirth and use their own third-job gate; they do not advance to fourth job here.

NO.	CLASS PATH
21	Baby Novice -> Baby Swordman -> Baby Knight -> Baby Rune Knight
22	Baby Novice -> Baby Swordman -> Baby Crusader -> Baby Royal Guard
23	Baby Novice -> Baby Mage -> Baby Wizard -> Baby Warlock
24	Baby Novice -> Baby Mage -> Baby Sage -> Baby Sorcerer
25	Baby Novice -> Baby Archer -> Baby Hunter -> Baby Ranger
26	Baby Novice -> Baby Archer -> Baby Bard -> Baby Minstrel (male)
27	Baby Novice -> Baby Archer -> Baby Dancer -> Baby Wanderer (female)
28	Baby Novice -> Baby Merchant -> Baby Blacksmith -> Baby Mechanic
29	Baby Novice -> Baby Merchant -> Baby Alchemist -> Baby Genetic
30	Baby Novice -> Baby Acolyte -> Baby Priest -> Baby Arch Bishop
31	Baby Novice -> Baby Acolyte -> Baby Monk -> Baby Sura
32	Baby Novice -> Baby Thief -> Baby Assassin -> Baby Guillotine Cross
33	Baby Novice -> Baby Thief -> Baby Rogue -> Baby Shadow Chaser

Baby first job: Job 10. Baby second job: Job 50. Baby third-job gate: Base 99 / Job 50.
Configured baby third-job cap: Base 200 / Job 70. Baby job changes end at third job; no fourth-job option.
Baby Taekwon, Gunslinger, Ninja, and Super Novice branches are enabled only when supported by the active PACKETVER and baby settings. Their special promotion gates follow page 3 where applicable.