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## Dragon quest ix vocation guide

Confused by skills, skill points, skills and vocations? Read on, the help you prayed for is right here... Vocation? What does that mean? In very basic terms a vocation is a job that a character does: it will not be important in the early stages of the game when you are wandering around on your own killing enemies, but very quickly you will find power in numbers to be an advantage. Quester's Rest Inn at Stornway (where new party members can be created from scratch or recruited) will be the first run-in with the vocation system, which includes the categories Minstrel, Mage, Priest, Warrior, Martial Artist and Thief to begin – yet more vocations will become available during your awesome adventures. Vocation can make a difference for a character: determine the spells, skills and traits they can learn and the armor, weapons or kit they can equip. Warriors can't equip wands like priests and Wizards do, while Minstrels and Martial Artists are the vocations that allow you to use fans in battle. Martial artists or thieves would not approach a shield with a barge pole and there is no way you will find a sports heavy armor Mage or a gigantic sword. It's easy to see what vocation can equip what type of kit from the icons in the menu, so shop according to your crew. So, vocations come with attributes... What are these telling me? A character's vocation also decides the starting levels of some statistics that govern how good they are at things and in what areas they receive bonuses when the top level. Take a look at the screen attributes found in the menu and you'll see numbers next to labels like Power, Agility, HP Max, etc. – the higher your character's number is at that thing, or the more points you have before you run out. For example, warriors start with great power and resilience, while Mages have relatively lower numbers in these areas from offing, but of course there is a compromise: Warriors don't get gigantic magic might or Max MP that Mages get. When the characters become stronger, they receive bonuses in the attributes most relevant to their vocation. Your character starts as a Minstrel, a type of balanced character that can do a bit of everything, but is not superb at anything. That's going to change soon... I leveled up and need to allocate skill points. What am I supposed to do? As your character level increases, you will receive skill points that you can allocate in different areas - and each vocation has its own set of specialized skills that can be improved. When you earn qualifying points, a list will appear that shows the areas where you can allocate points within your current vocation, but you can access this list from The Allocation of Qualifying Points in the Misc part of the menu whenever you want. Most skills are to with weapons (sword, shield, fan, etc.), but the bottom one is always a specific vocation of skill, would be faith for a priest or Spelcraft for a Mage. Assigning skill points in different fields allows you to Learn new skills or give bonuses to your character's attributes, which are called Traits. When allocating skill points, there are a few things to consider, so you can squeeze the most out of your characters: the temptation is to put a little here and a little bit there, but your best bet is to focus on one thing you want your character to be good at – there will be plenty of time (and points) later to put in other skills. Don't spread the dots too thin - the more you put in, the more you get out. Any abilities or traits you gain by allocating points to a weapon skill will only take effect when you use this weapon, and may not always be able to use it unless you assign 100 skill points to reach the level of Omnivocational use. Traits (such as Natural Max MP +20, Natural Strength +20) that you earn by allocating skill points to a specific qualification vocation will be a permanent attribute bonus of your character from that time, improving the basic attributes of any vocation. So, for example, if you put 18 skill points into your specific Mage Speakcraft capability, he will win the Natural Max MP + 20 trait. Now say you were to switch Mage to a priest, then he would still keep this trait and thus the extra bonus of 20 MP! Skills learned by allocating skill points are permanently unlocked and can be used regardless of vocation, provided they are not related to a particular weapon. While each vocation has its own skill set, there is a lot of crossover between vocations for weapons skills. So if you put a number of skill points in your sword skills, for example, they will still be useful if you move to a different vocation, which also allows you to use a sword. Remember that you don't have to allocate skill points at once! Especially later in the game, it may make sense to save up points for a while. Simply press the B button on the Allocation Skill Points menu to cancel the skill point allocation. Your points will remain ready to be allocated whenever you want, even if you change your vocation. Wise skill points allocation is an absolute gold mine for improving your characters when you combine it with changing your vocation. When can I change my vocation? Soon you will arrive at a place called Alltrades Abbey, and once you have sorted the fruit events there the Abbot will return, allowing you and the party members to freely change your vocation at any time. Changing your vocation may seem powerless if you do it in the wrong direction, but it's bee knees if you have an idea of what you're doing... Why it's good to change First, a change of vocation puts you back to level 1 in your new vocation and you will temporarily forget any spells you have learned in your previous vocations. But there's no need to mourn - this is where the smart bit is going! You won't permanently lose the levels that you've built in other vocations, they stay there for you to come back to later; also, with any spells you have learned. However, the current balance of skill points, all attribute bonuses and any skills you've gained by spending skill points carry the new vocation. (Again, provided they are not related to a weapon that you cannot use in the new vocation.) Perhaps most importantly, though, returning to level 1 allows you a lot of space to level up all over again, earn tons more valuable skill points as you go and (thanks to the bonuses you'll have from your skills), it will be easier this time because you're much harder. Simply change your vocation, head back to an area of the world where the monsters weren't quite so challenging and presto, you'll be raking in points in no time. And can I discover new vocations? At first you will only be able to choose from six vocations: Minstrel, Mage, Priest, Warrior, Martial Artist and Thief. You can unlock additional vocations by completing secondary quests that are dotted all over the world. Make sure you talk to everyone, especially Alltrades Abbey. But trust us when we say you can meet new vocations in the most different places... Still confused? How about some examples of quick fixes: can I continue improving a certain weapon skill over vocations? At Alltrades Abbey, take a look at the descriptions for each vocation and see which one you can use the weapon you like; Swap between them, level up a little and you can allocate skill points to this weapon while you use it. Alternatively, there's nothing to stop you switching to any other vocation, earn a great wedge of skill points, then change back to the skilled job you've chosen and show all your strength in it! My weakest character dies all the time, what can I do? If they can't already, switch them to a vocation that can use a shield (e.g. Warrior, Minstrel, Priest) and put 100 skill points into the qualifying shield so that they become an Omnivocational Shield. That way, they'll be better at defending/blocking and have a bigger defense when they swap back to their original career – let alone that they'll be able to use a Shield in any vocation! Alternatively, switch to a vocation that earns bonuses in Max. HP (such as Martial Artist, Warrior, or Thief) and allocate points so they can take more damage before subtracting. Aargh, I've changed the vocations and my party is rubbish now: can I get them up to asap speed? One, metallic slimes are slippery steel suckers, but give tons of experience. Hunt them in places like Quarantomb. Two, enemies seeking backup can be bred for bounteous xp, head of Leefy Larrikins and would be... Finally, don't get stuck on just a vocation forever, you'll be stronger and more versatile if you make to try a little (or a lot) of everything the game has to offer. Be directed in the early stages, then branch when you have reserve skill points and the bad guys will be falling at your feet. Gambling! Hero and Vocations There are a total of twelve vocations Dragon Quest IX: The Sentinels of the Starry Sky. Six are available initially, while others must be unlocked through quests. The vocations are: Armamentalist, Gladiator, Luminary, Mage, Martial Artist, Minstrel, Paladin, Priest, Ranger, Sage, Thief and Warrior. Similar to Dragon Quest III: Rescue Seeds, a vocation defines all the initial attributes of a character, would be state growth and party function, which can then be customized by the player through state strengthening seeds and by mastering skills. Note that unlike Dragon Quest II, there is no Hero vocation; The hero begins as a Minstrel and can freely change in any other profession. Changing vocations [editin] Professional change can only take place at Alltrades Abbey, which is located on Newid Island. This is not available until after a certain plot point that takes place about a fifth in the game, and the player must find Abbot Jack in the Trades Tower before being available to change a character's vocation. Once Sage is unlocked, the characters can learn Jack's Knack, which allows you to change jobs on the ground. Changing mechanics [edit] When changing the vocation, the character's tools will be changed to whatever they wore last time if the new vocation allows to be equipped, otherwise they must be equipped with new weaponry. Levels are counted separately for each vocation, and the player can review a character's vocations (and their statistics for each) by selecting Attributes from the main menu. A mastered skill is permanently remembered by a character and can be freely transferred between jobs, but spells are blocked to a vocation and cannot be carried over. For information about the skills available for each vocation, see Skill Lists in Dragon Quest IX. Cancel[edit] After completing the main story, Abbot Jack will provide revocation services to any character who has reached level 99. Canceling resets the character back to level 1, allowing them to accumulate multiple skill points. They must re-get all their spells and state progression (although seed bonuses remain intact). A commemorative accessory is granted for the first time when any special vocation is revoked. A character can only invoke an individual class of up to ten times the maximum. If the hero revokes a vocation up to this maximum, a special distinction is presented. In addition, revocation is a way for players to influence the Grotto map generation system to develop caves with monsters and more powerful objects, as well as to improve the chances of getting rare objects from blue chests. Quests [editin] The following quests are required to unlock the six additional vocations: Alltrades Abbey, in front of the inn After defeating The Master of Nu'un a Priest One Use Egg on or Psyche Up to maximize a party member who knows Dragon Slash, and kill 3 slimes. Gladiator class becomes available A priest from Abbey's Alltrades said that a gladiator needs not only power, but also calm. You have to demonstrate this by Three slimes using Dragon Slash while you're in a super-high voltage state. Go to Angel Falls to fight the weakest slimes. If you have a priest at the party, have them throw Snooze away so the mud doesn't run away. {[repeat]} Gittingham Palace - Shelf in Gittingham Palace - North L2 Upon arrival at Gittingham Palace Supreme Sage Kill 5 large trolls with Frizz. The Sage class becomes available. The Wise Supreme, who sleeps between the pages of a book on the shelves of the Gittingham Palace, asked if you would like to become a wise man. To do this, you will have to finish five large trolls with Frizz. The great troll roams in the Land of the Powerful and some caves. They have around 600-700hp. Frizz reaches around 60 with a level of 55 mag. Do a bit of math {[repeat]} Leeba, on the roof of the palace Upon arrival in Gleeba Brunhild Brunhild Take 10 hits aimed at party members using warrior Whipping Boy skills. The Paladin class becomes available Brunhild at the Mirage Mahal wants to see if you have what it takes to be a paladin. You need to use the ability of Whipping Boy to protect your comrades ten times in battle in the Djust Desert. Find monsters that hit several times or a group of monsters. {[repeat]} Heights of Loneliness - Entry Upon arrival at Heights of Loneliness Odval Kill 3 Hocus chimaera using poison. Ranger class become available. You accepted Odval's challenge to the Hights of Loneliness. He wants you to use Toxic Dagger to venom three chimeras and polish them with poison on your own. Have a thief equipped with a knife in order to use skill. Then equip the party member with the poison needle, this make sure you can poison the enemy, but don't kill them. When you poison a Chimaera Hocus, defend yourself and wait until he ends his miserable life. Express Antimagi if you can to prevent healing, as it is prone to midheal use. No Abbey Alltrades After defeating the Master of Nu'a Windy Windy Armamentist class become available. Windy at Alltrades Abbey says you must use Fource de Mama Nature if you want to join the great fellowship of Armamentalist. He wants you to raise a wizard section before he defeats two metal slimes in battle. Equip your mage party member with the Poison needle. Try sliming metal stake with a metal slash, a sword skill, after you have poured the Wizard ward. Note that the mage that threw the Ward Wizard must be the one to defeat the mud. No Gleeba after finishing the main story Applaud clap Kill a minstrel moai with Hot Lick. The luminary class becomes available. The applause in Gleeba says that the way to become a great luminary is paved with blood, sweat and tears. She wants to defeat a minstrel moai with the hot lick ability to prove your worth. Moai menstrels live in top-level caves. {[repeat]} Gallery[edit] O party group used for the European art of cassette tapes

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