Jobs Advancement List:

MC job = Master of None -> Jack of All Trades -> Master of All

Passive analyze

Can use any basic weapon

Can learn skills from any class

Hunter -> Archer -> Sniper (elf)

Passive vantage point (basic ranged attack scaling distance based on height)

Ability set trap, Ability piercing shot, Ability double shot

Ability raining arrows

Ability never miss

Mage -> Sage -> Lumomancer aka summoner(-> Master Summoner) maybe light mage (angels)

Ability light, Ability distort light, Ability laser beam

Ability light mirage

Ability summon einherjar

Mage -> Sage -> Necromancer (-> Master Necromancer) maybe dark mage (demons)

Ability darkness, Ability shadow shroud, Ability dark orb

Ability suck lifeforce

Ability shadow warriors, Passive create shadow

Beast Trainer -> Beast Tamer -> Beast Master (elf)

Ability call beast, Ability restrain, Ability pull

Ability tame beast

Ability mimic beast

fire -> pyromancer (elf, demons, angels)

Ability flame lance, Ability firewall, Ability flame arrow

Ability fireball

Ability flame walk, Passive immune to fire on ground

water -> hydromancer

Ability water ball, Ability water wall, Ability water jet

Ability water prison

Ability tsunami

ice -> cryomancer

Ability piercing icicle, Ability ice wall, Ability ice shield

Ability blizzard

Ability ice walk

earth -> terramancer

Ability pitfall, Ability earth wall, Ability rock shot

Ability rockslide

Ability terraform

lightning -> electromancer

Ability lightning bolt, Ability lightning blast, Ability electromagnetism

Ability fast as lightning

Ability thunderstorm

wind -> aeromancer

Ability air slash, Ability wind shield, Ability vacuum prison

Ability tornado

Ability air walking

time -> chronomancer

Ability past injuries, Ability haste, Ability slow

Ability freeze time

Ability rewind time

space -> spatiomancer

Ability reposition, Ability swap positions, Ability vertical drop

Ability black hole

Ability portal, Passive teleport movement

Healer/Curate -> Cleric -> Master Healer/Bishop/Priest (angels)

Ability heal, Ability cure, Ability regen

Ability recover

Ability revive

Neophyte -> Alchemist -> Master Alchemist (demons)

Passive item boost

Ability concoct, Ability throw, Ability recreate

Ability transmutation

Ability disintegration

Mercenary -> Myrmidon -> Swordmaster (elfs)

Ability slash, Ability thrust, Ability spin

Ability energy blade

Ability counterattack, Passive dual wield

Soldier -> Cavalier -> Paladin (demons)

Passive hit through

Ability hilt hit, Ability javelin, Ability pierce defense

Ability bulldoze, Passive hit and run

Ability cardinal thrust

Fighter -> Brawler -> Monk (dwarfs)

Passive double hit

Ability kick back, Ability single target combo, Ability multi target combo

Ability play with your food or toy with opponent (taunt to draw aggro then dodge)

Ability redirect projectile

Bandit -> Brigand -> Berserker (dwarfs)

Ability smash, Ability enhance, Ability axe toss

Ability earthquake

Ability rampage

Griffon Knight -> Peg Knight -> Valkyrie (angels)

Passive hit and run, base movement fly

Base three abilities depend on weapon choice

Ability crash landing

Ability divine smite

Griffon Knight -> Wyvern Knight -> Dragoknight (demons)

Griffon knight same base

Ability carry/drop

Ability breath

Soldier -> Knight -> General (demons, dwarfs)

Same soldier base

Ability phalanx

Ability iron wall

Thief -> Assassin(Rogue) -> (Assassin)Master Assassin/Trickster (elf, human)

Passive sneak attack

Ability stealth, Ability throwing knife, Ability accel

Ability pass by, Passive can go through enemies

Ability assassinate

Artisan -> Blacksmith -> Flectomancer (dwarf)

Ability maintenance, Ability build, Ability daze

Ability forge

Ability automaton

Performer -> Dancer -> Ballerina or something, or just master dancer (angel, human)

Ability charm, Ability dance, Ability rally

Ability fan dance

Ability blade dance

Shield Bearer -> Guardian -> Master Guardian (angels, dwarfs)

Passive back protection

Ability armor, Ability taunt, Ability shield bash

Ability jump to ally

Ability invulnerable

Lion King - berserker

Pheonix starts old then bursts into flames and becomes young - pyromancer

Behemoth is big chonky boy - guardian

Cerberus has DID

Maybe Leviathan

Wolf -> Fenrir

Fox -> Nine Tails

Hawk

Tiger

Maybe Cat maybe bear maybe other birds