

Kai's Profession Choices

WARNING: There won't be any chapter today. I had to squeeze my brain cells dry to write Kai's choices and then some; plotting book 3 on top of that wasn't possible to a level I was satisfied with. I'll take one day off to scheme my plans for the future of the story and come back on Thursday with the usual schedule.

P.S. RR and Orange tier will get a chapter today to warn them, but not on Thursday. So the Yellow Tier on Patreon will remain 9 chapters ahead.

Here's the profession, and yes 5 choices turned into 7 XD. I hope you enjoy :)

Profession: **Sword Apprentice**

Main Requirements: **Swordsmanship – Advanced lv10+; Defeat 10+ opponents stronger than you with a sword.**

Description: **You've wielded your sword from a young age and never let go of its hilt. Embark on your journey to become one with the blade and cut down your foes.**

Attributes: **1 Strength, 1 Dexterity, 0.50 Constitution per level.**

Boon: **None**

Skill slots: **1**

Profession: **Splinter in the Dark**

Main Requirements: **Assassinate a stronger target without getting caught; Ambush and kill 10+ enemies stronger than you; Improvisation lv1+**

Description: **You've masked your true strength under a veil of deception and lies to let your enemies underestimate you. Hidden in plain sight or in the shadows, no one will suspect your true capabilities until you strike.**

Attributes: **0.5 Strength, 0.5 Dexterity, 0.25 Mind, 0.5 Spirit, 0.5 Perception per level.**

Boon: **None**

Skill slots: **1**

Profession: **Promising Herbal Alchemist**

Main Requirements: **Alchemy lv40+; Herbology – Advanced lv40+; Modify 10+ recipes**

Description: **You have expert knowledge of herbs, of how to process and combine them to brew something superior to the sum of their parts. You are no stranger to finding and harvesting your ingredients or growing them with the help of your magic. Push your limits, build on what you know to expand the boundaries of your knowledge.**

Attribute: **0.5 Dexterity, 1 Mind, 1 Spirit, 0.25 Perception per level.**

Boon: **1**

Skill slots: **2**

Profession: **Mana Child**

Main Requirements: **Mana Sense lv50+; Mana Manipulation lv50+; Runes lv20+; Less than 12 years of age**

Description: **You've delved into the arcane from a very young age, and never stopped digging to uncover the secrets of the Essence of the World. As your skills grow, you won't grow complacent but continue to widen the scope of your knowledge.**

Attributes: **1 Mind, 1.5 Spirit, 0.5 Perception per level.**

Boon: **1**

Skill slots: **2**

Profession: **Blessed by Waters**

Main Requirements: **Blessed Swimmer lv30+; Water Magic lv30+; Blessing of Kahali**

Description: **Embraced by the waters and recognized by the Great spirit Kahali, you're at home among the waves and beloved by the sea. The Shallow Sea is your treasure trove and your companion to explore.**

Attributes: **0.25 Strength, 0.5 Constitution, 0.5 Mind, 1.5 Spirit per level.**

Boon: **1**

Skill slots: **2**

Profession: **Veeryd Progeny**

Main Requirements: **Nature Magic lv30+; Blessing of Yatei; Defeat 10+ Red beasts and 3+ Orange beasts.**

Description: **Accepted by the land of the islands and blessed by the Great Spirit Yatei, you have no fear for the wild and untamed Veeryd. The jungle is your hunting ground, offering you shelter and its bountiful resources.**

Attributes: **0.5 Strength, 0.5 Dexterity, 0.5 Mind, 0.5 Spirit, 0.5 Perception per level.**

Boon: **1**

Skill slots: **2**

Profession: **Favored Son of the Isles**

Main Requirements: **Blessing of Kahali and Yatei; Favor 30+**

Description: **Son of a distant world and adopted by the Great Spirits of the Baquaire Archipelago who have bestowed their blessing upon you. Become one with the islands and sea, read the will of the Great Spirits in every wave and blade of grass.**

Attributes: **0.5 Constitution, 1 Spirit, 0.5 Perception per level.**

Boon: **2**

Skill slots: **2**

Author's Notes: Remember to read my notes at the beginning of the chapter.

I know I didn't explain how everything worked (like boons/levels/skills/drawbacks of discarding a profession). Everything will be made clear in book 3. I prefer to reveal them one bit at a time. For now, you're free to guess :P

What will Kai choose?