

Octopath traveler second job

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FlagView History For example, H'aanit has a hunter as a primary work. By finding the Sanctuary to recognize the Dancer as a secondary work, H'aanit can become a Hunter/Dancer and use his abilities and weapons in battle, along with Primrose, who is also a Dancer as her main work. However, while H'aanit uses Dancer Job, any other character cannot use the Dancer as a secondary work. Fortunately, secondary jobs can be replaced around whenever you are in a tavern. Please note that when you move from one secondary job to another, JP will not pass on, and no longer learned the skills. However, any support skills can be used regardless of your current secondary work. Click here to view and download the image above for the location of all job shrines in Octopath Traveler. The Shrine of the Flamebearer is a shrine to unlocking cleric secondary work for your travelers. Interaction with the shrine will open the work. This is reported by Western Stillsnow Wilds, which looked around Aelfrick, Flambringer. You can find it in the far southeast of the region, under the entrance to Stillsnow on the side of a large hill. The temple of the sage is a shrine to unlocking the scientific secondary work for your travelers. Interaction with the shrine will open the work. He is in West Noblecourt Apartments and looked at Alephan, Scholarking. The location of the shrine is located in the southeast part of the path, along the hills under the tent, and right past the NPC. Temple Trader is a shrine to unlocking trading secondary work for your travelers. Interaction with the shrine will open the work. He is in the Moonstruck coast and looked at Biffgran, Trader. You can find it along the coastline in the northwest past the rescue point near the broken boat. The Temple of Thunder Lada is a shrine to unlocking Warrior secondary work for your travelers. Interaction with the shrine will open the work. He is in North Stoneguard Pass and looked at Brand, Thunderblade. You can find it by taking your way down to the southwest of the area, west of Stonegard. The Temple of Lady Grace is a shrine to unlocking dancer secondary work for your travelers. Interaction with the shrine will open the work. He is in the Northern Sands of Wellspring and looked at Sealtige, Lady Grace. It is located in a cave far on the west side of the area through a narrow pass. The Healer Sanctuary is a shrine to unlocking the pharmacist's secondary work for your travelers. Interaction with the shrine will open the work. He is in East St. St.Bridge Traverse and looked at Dohter, a charity. You can find it by taking the route far down to the southeast, going east of St.Bridge. The Prince's Sanctuary of Thieves is a shrine to unlocking the Thief's secondary work for your travelers. Interaction with the shrine will open the work. Found South Currycrest South Carrickcrest and looked at Aeber, Prince of Thieves. You can find it at the far western end of the area, under the westernmost bridge in the cave. Sanctuary Hunting is a shrine to unlocking Hunter secondary work for your travelers. Interaction with the shrine will open the work. He is in the East Victors Hollow Trail and looked at Draefendi, The Huntsman. You can find it by traveling north and then east through a narrow path east of Victors Hollow. In addition to the main shrines, there are four secret shrines in the world that allow you to unlock secondary jobs for your characters that are unavailable as the main work. Temples contain enemies rated at 50, which must be defeated before the relevant work is unlocked. The Starseer Sanctuary is a shrine to unlocking Starseer's secret work for your travelers. Unlike the usual shrines of Job, you have to enter the dungeon level 50 and after interacting with the shrine, you have to face Steorra, level 50 boss, to earn the right to use the Starseer job. The temple is located in West Wispermill Apartments in Flatlands, Level 45 area, and is guarded by Steorra Starseet. You can find the entrance far to the northeast side of the area, located on the hidden hillside behind the conservation point. Runelord's Sanctuary is a shrine to unlocking Runelord's secret work for your travelers. Unlike the usual working shrines, it is located in a level 50 dungeon and after interacting with the shrine, you have to run into Balogar, the level 50 boss for the right to use this work. The temple is located in the West Everhold Pass in the Highlands, located in the southern part of the area, under the entrance to Everhold past the stone arch and the path leading down to the cave. The Warbringer Sanctuary is a shrine to unlocking Warmaster's secret work for your travelers. Unlike the usual working shrines, it is located in a level 50 dungeon and after interacting with the shrine, you have to run into Winnehild, the level 50 boss for the right to use this work. The temple is located in the North Riverford Traverse in Riverlands, southwest of the area past the long passageway and south along a wooden bridge into a cave on a cliff. The Archmag Shrine is a shrine to unlocking the sorcerer's secret work for your travelers. Unlike the usual working shrines, it is located in a level 50 dungeon, and after interacting with the shrine, you have to run into Dreisang, the Level 50 boss for the right to use this work. This temple is located in the East Path of Duskbarrow in the far Woodlands. You can find it far north and west after passing through a long trench full of ruins in a small cave at the end. Confused about how to access secondary or sub jobs at Octopath Traveler? That's how the system works. Octopath Traveler, the latest RPG from Square Enix, is decorated in the classic JRPG form, where players can spend hours of the equipment of his party, skills, and individual individual. Thus, Octopath Traveler includes eight main tasks and four advanced tasks that players can equip their heroes to access new abilities and specific bonus attributes. Getting to these jobs is its own process, however, one that involves tracking down the various shrines scattered across the Orsterra continent. Unlocking Jobs in Octopath Travel to search for shrines Each of the secondary jobs in Octopath Traveler is unlocked, finding connected shrines, and twelve shared shrines are scattered throughout the map in the game. While the top eight jobs can be unlocked simply by placing shrines, the advanced four jobs will require players to defeat the tough late-game boss battles. Here is a handy map showing the location of each of the twelve different shrines in Octopath Traveler. Full map of all the shrine sites in Octopath Traveler. Click to expand. Continue to read below to see which shrines in Octopath Traveler fit, what jobs, and follow the links to find a video detail where to find each shrine or more information about the different skills and attributes of work-related bonuses. By tracking down each of the shrines in Octopath Traveler, players should have no trouble learning all their favorite skills and creating the most powerful party possible. With what's said, it's just a small taste of our overall Octopath Traveler coverage - finding more, including details of work classes, attribute bonuses, boss weakness, trivia, and more, don't forget to head over our ever-expanding octopath Traveler strategy and leadership center. The page category Edit Jobs to identify the skills and weapons a character can use, and thus also determines the style of play of the character. Each mission involves one of the gods of Orsterra. There are 8 jobs and 4 advanced jobs with a total of 12 available jobs. Every traveler has a job related to their character that cannot be changed. By finding hidden shrines throughout Orsterra and exploring the altars inside, travelers offer the opportunity to equip secondary work. To unlock hidden jobs, travelers must also prove their worth by defeating the god-keeper of the work. The secondary work of editing the source of recycled work equipment will have the following consequences: Changing the traveler in the battle sprite wearing clothes secondary work (overhead will continue to retain the clothes of the main work). Allow a traveler access to a secondary work weapon and skills Increase traveler statistics Only one traveler can take the same secondary job at one time. Travelers will not be able to use the relevant secondary work path of action or talent, since those traveler-specific rather than specific work. Stat Bonuses Source Cleric Scientist Trader Warrior Dancer Apothecary Hunter Runelord Sorcerer Starseer Warmaster Max HP 8% 18% 20% Max SP 18% 13% 8% 20% 15% Phys Atk 3% 5% 1.5% % 2% 8% 7% 2% 12% Physics Def 3% 5% 1.5% 7% 12% 12% Elem Atk 5% 10% 3% 8% 1.5% 1.5% 1.5% 9% 2% Elem Def 5% 5% 3% 1.5% 7% 9% 9% Precision 5% 6% 6% 6% Critical 1.5% 6% 8% 8% 2% Speed 10% 8% 5% 6% Dodging 10% 8% 5% 6% All items (12) Octopath Traveler Community content is available according to CC-BY-SA unless stated otherwise. Noted. octopath traveler second job locations. octopath traveler second job stats. octopath traveler second job recommendations. octopath traveler second job guide. octopath traveler secondary job shrines. octopath traveler second job hunter. octopath traveler second job suggestions. octopath traveler second job reddit

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