



MAKANA

WORLD OF SPIRITS

魂の国

2.0  
VERSION





## Makai

Known as the spirit realms, some believe it to be a place where magic still exists. Others believe it to be a form of cyberspace come to life. It is known that Makai was first discovered by a software developer simply known as, Kai. Kai, a collector of sorts always had an eye for strange items like books, or talismans, and even weapons. As per usual Kai stopped in at the local book store before work, and came across a box of used books; which looked as though they had just come in. After rifling through the box he found an odd book with strange writings on it. Even stranger the book was wrapped in chains and had pieces of paper with kanji written on them stuck to the chains.

After purchasing the book Kai went to work, the book seemed to be calling to him, he had to open it. He decided he would call work and tell them he would work from home. Upon arriving Kai ran to his desk and stared at the book. It seemed it may be hard to open but after ripping off the strips of paper, the chains just fell off. Kai opened the book to read it, but it was not in a language he could read. However it seemed that there were notes written in the book and on various pages.

It seemed that someone was trying to translate the book, but had not finished. With a little work Kai was able to translate more of the book. The book seemed to be some sort of journal, and talked of monsters, and spells, magical weapons, and even towns and cities from what seemed like a fantasy world.

Kai, who seemed to become almost obsessed with the stories and adventures written in the book, decided that the rest of the world must know of this world. He decided he would start programming a video game based on the notes and stories within the book. After months of hard work, using all of his free time, he finally had a beta he could test out.

As Kai started up the game he glanced out of the window and noticed a large amount of fog and mist had built up, and could barely see out of the window. But the game called to him and he continued on. He explored the world testing the spells and equipment and finally came to a small town on the outskirts of the server. The town did not seem familiar to Kai as he could not remember programming it.

Kai entered one of the huts which appeared to resemble an apartment on the inside. Kai thinking it was strange decided to search the room. Suddenly he found himself stunned, as he found a copy of the journal inside the desk in the game. After examining the journal he realized it was a different journal. As Kai did not remember programming in the book into the game he decided to scan the data, and read the book.

Upon opening the book it seemed that there were notes describing something known as arcane magic. As he was about to read further into the book the data scan turned up a virus. Suddenly the game started acting on its own. Monsters running around, there were people logged into the server as if to be playing the game. After a scan of the data Kai realized that someone had hacked into his game. And people had been playing it for at least a week.

Frustrated Kai decided that he would quickly program in some new spells he had found and mess with the hackers. As he began using the new magic, several virus alerts popped up on his screen, seemed as though the computer had frozen up, the hackers getting the best of him. After a second he Kai realized he could not move his body. The mist from outside was rolling in from every direction, and Kai could barely see.

After a minute Kai was able to move again. The mist calmed down some. As Kai looked at his desk he was awestruck, the book from inside the game was on his desk, and even stranger his computer was gone replaced what appeared to be the original book. Upon opening the book it seemed the book had fused with his computer.

Kai searched for an answer in his new laptop and searched

the copy of his game as well as performing data scans the viruses the computer had contracted. Suddenly the screen turned black and a vision of sorts appeared on the screen. The books, combined with the game, had opened a portal to the realm Kai had created. The magic from the books had fused with the data from the game to bring another world to life. Or so he thought.

## THE BASICS

The first thing you have to do is think up a character. The fictitious persona the player adopts that includes history, abilities, goals, and personality. i.e. The god of chaos was a really cool character to play. you can base your character off of a movie, a video game, a book, whatever. Just, don't copy a pre-existing character; it's been done.

## RACES

When creating your character one of the first things you should do is pick a race. Your race can determine a large part of your characters background, as well as what abilities, weapons, spells, armor, and skills you may want to purchase. Later on you may of course travel to other lands and learn abilities of other races. There are ten races in MAKAI, each with there own unique styling's and powers.

## STATS

All character and players have stats. Stats determine things about the character that may not be easy to determine with foam weapons. There are only 3 stats in MAKAI, Strength, Stamina, and Mana, which range from 1 to 5. 1 being the weakest, and 5 being the strongest. All Characters start with 1 level in each stat plus, 2 stat points to place in whatever stats they want. The cost to raise a stat point with experience is 2 Xp multiplied by the level of the stat. so to purchase level 2 in a stat it would cost 4 Xp, to purchase level 5 it would cost 10 Xp. While a character may only purchase of t 5 in any given stat, certain bonuses may increase it beyond 5, such as merits and race.

Stat Lvl	1	2	3	4	5
Xp Cost	2	4	6	8	10

## STRENGTH

This determines how strong a character is. Certain circumstances may come up in the game were strength is needed. For instance maybe a statue or boulder must be moved. The object would have a strength rating to determine how much would be needed to move said object. Strength can also let you deal extra damage in melee combat. Characters with at least 3 strength do an additional damage in melee combat, and 2 additional damage with 5 strength. Characters with a strength above 5 do an additional damage per level above five.

## STAMINA

Stamina represents how much damage ones character can succumb to before being knocked out. It is also helpful against poisons and drugs as well. Any character whose stamina is at least 3 gains an additional Hit Point, and one more hit point at level 5, plus one more hit point for every Stamina point above 5. Stamina also increases the duration it takes for poison and drugs to affect a character. Increase the duration for 10 seconds for every level of stamina a character has. Characters with a Stamina of 6 or higher are immune to poison.

## MANA

Mana determines the amount of mystical energy and life force a character has. Mana actually has two functions, first it's level determines what spells you may buy. Secondly it grants the character a certain number of free spells. For every level of Mana you have you may purchase spells with an equal rank or lower. So if you only have one mana you may only purchase E Rank spells. Also for every point of mana you purchase you obtain a spell with a rank equal to or lower than your new level.. i.e. If you have purchased level 2 Mana you gain a Rank D or lower spell for free.

## HIT POINTS

Each player starts with 3 hit points. Whenever you are hit you lose hit points, if you reach 0 hit points, you are knocked out and lose a life point.

## LIFE POINTS

An interesting feature of MAKAI is life points. Characters get so many life points per quest/battle game. The Standard starting amount of life points is 3. Each time a character is knocked down to 0 hit points, they are Knocked out and loose a life point. When you are out of life points, your character is dead and you are out of the game. You may purchase more life points at 10 Xp a piece, though you cannot purchase more than 2 lives in this manner. (note: some battle games can change the amount of lives a character has for the purposes of the battle game.)

## EXPERIENCE POINTS

Each time you play MAKAI you will be awarded three to five Experience points, also known as Xp, depending on the what the Master Runner wants to give out. However you may also receive bonus experience points for completing missions or other tasks. These points are used to purchase skills, magic, stats, etc.

## RANKS AND LEVELS

Ranks and levels determine how much a character has learned. All Levels are listed as 1 through 6, and ranks are E through S. Most things just go by numbers, but spells and weapon techniques go by rank. Every time a player spends 25 experience points on there character they automatically go up one level/rank.

Level	1	2	3	4	5	6
Xp	25	50	75	100	125	150

## SKILLS

Skills are an important part of MAKAI, each skill rounds out a character and gives them abilities that can help outside of battle, as well as during battle. Skills can also determine a characters background, for instance if your character starts with two levels of salvage, maybe they work in a junk yard. Each player starts out with 5 skill points to spend on skills. Skills cost 1 Xp times the level obtained. So level one skills cost one point level two cost two, three cost three etc. However at character creation skills are simply one point per level.

## WEAPONS

Starting Characters may purchase levels in various weapon skills. These skills determine how good a character is with certain weapons, what techniques they can use, and what weapons they can use. There are many types of weapons to choose from. Each weapon type has it's own abilities, damage rating, level and size. When picking a characters weapons remember to use your imagination. As long a weapon is safely padded and meets the size requirements for the weapon category, you should be good to go.

## WEAPON TECHNIQUES AND MAGIC SPELLS

Players may also learn special techniques and spells o use with there weapons. Weapon Techniques are more martial in nature than magic, and are generally weapon based. When purchasing techniques and spells the costs is 2 Xp multiplied by the rank you are purchasing. (Same as stats)

Techniques also have a limit to how many times they may be used in a game or quest. This limit may be increased with experience points, though .



Ranks	E	D	C	B	A	S
Usage	3	3	3	2	2	1
Xp Cost	1	1	2	3	4	5

## TECHNIQUE AND MAGIC SLOTS

In MAKAI a character has so many slots in which they plug spells and techniques into. While a character may know, and have purchased dozens of techniques and spells; they may only bring so many onto the battlefield. Starting characters have 3 slots to equip techniques, or magic; and gain an extra slot each time they gain a new rank, to a maximum of ten slots. Skill slots may also be purchased for 10 Xp, but a player may only purchase 2 slots in this manner.

## TECHNIQUE AND MAGIC CARDS

Techniques, magic, etc. are represented by cards. When on the battle field these cards represent abilities that are equipped to slots. The cards may also represent items. Scrolls, inscriptions, jewels, gems, stones, memory cards, data disks, a player may have there cards represent whatever they wish. Remember, once you are on the battlefield you may not change what cards you are using. As an option though, players may simply just write down what spells and such they are using on a piece of paper ...but the cards are way more fun.

## FREE POINTS

Every character gets five free points. This point may be used to purchase anything except Advantage abilities from classes. Free points are like Xp that your character starts with. You may spend your free points any way you want.

## CLANS AND GUILDS

Another aspect of MAKAI are clans. Similar to guilds for MMORPG's, this is a group of people who have banded together for a common goal. The goal can be anything you like, or several goals if you so desire. Unlike your PC games though, you may join any number of clans you wish, as long as the existing members are ok with it of course. Clan Heraldry is also important. Think up a symbol that your whole clan will enjoy, again be sure it ties into the theme of the clan. Note also that Clans don't have to be called a clan, you can call it a company, house, guild etc. The options are always there.

## HERALDRY

Another idea, and something you will see allot is personal symbols. There are a great deal many coat of arms, and some not yet invented. Your personal coat of arms can be anything you want, but it should tie into your character.

## KEEPING TRACK

Keeping track of points can get difficult sometimes, especially if everyone is doing it themselves. The best thing to do is appoint someone to keep track of experience points. (Usually one of the runners). This same player should also keep track of who shows up to each session, which will help determine how much Xp a player has accumulated. However they want to do it is fine, just don't loose any paper work!

## STARTING POINTS

Every character starts with basically the same amount of points, these points can be used however you wish to develop your character, as long as you don't overspend. Starting point totals are as follows:

## SENSHI

Warriors, Fighters, and Martial Artists, The Senshi all practice many fighting styles. When building a Senshi style character, may pick one weapon category as there main category. Each time you level up, you gain a new technique for free from that weapon category. Senshi style characters cannot learn magic past B rank.

**Hit Points:** 3

**Strength:** 1

**Stamina:** 1

**Mana:** 1

**Stat Points:** 2

**Magic Spells:** 1

**Weapon Skills:** 3

**Skills:** 3 weapon skills of choice (one at level 3), Crafting 1, Repair 1, 5 skill points, and one fighting style of choice.

**Free:** 5

## SENNIN

Wizards, mages, sages, whatever you may call them, the Sennin are all practitioners of magic. Though with the many styles of magic, no two Sennin are exactly alike. And while they may seem physically weaker than Senshi, there magic is a powerful asset. Of course since the Sennin are physically weaker they cannot learn Fighting style abilities beyond B rank.

**Hit Points:** 2

**Strength:** 1

**Stamina:** 1

**Mana:** 2

**Stat Points:** 2

**Magic Spells:** 3

**Weapon Skills:** 1

**Skills:** 2 weapon skills of choice (one at level 2), Calligraphy 2, Meditation 2, 5 skill points, and one magic style of choice.

**Free:** 5

## BOUSAN

Bousan are somewhere in between senshi, and sennin. They practice both magic and martial arts, giving them a broad range of power. However there broad range of study leaves them with little time to cover the highly advanced S ranked abilities and spells. As such, they cannot learn them.

**Hit Points:** 3

**Strength:** 1

**Stamina:** 1

**Mana:** 1

**Stat Points:** 2

**Magic Spells:** 2

**Weapon Skills:** 2

**Skills:** 2 weapon skills of choice (one at level 1), Crafting 1, Repair 1, Calligraphy 1, Meditation 1, 3 skill points, and one fighting, or magic style of choice.

**Free:** 5

## PLEASE DON'T SUE ANYONE

We understand this is also partially a contact sport, and sometimes people have accidents. This is why we ask that if you participate in combat that, don't start a law suit over an accidental injury. You knew what you were doing when you started playing this game. We encourage you to have fun but please, BE SAFE!

## WHERE COMBAT TAKES PLACE

### Events

There are many types of games and events held regularly. These include, but are not limited to:

1) Advantage Events- quests, demos, trips, revels, fairs, workshops,

and other 'games.'

### **Tournaments**

- 2) Battles- involving two or more armies attacking each other for various reasons.
- 3) Competitions between individuals or groups for honor, or challenges.

## **BASIC COMBAT**

**Hit Points:** Each player starts with 3 Hit Points, or HP. Anytime a player is hit they loose one HP or more. If at anytime a players HP are reduced to zero they are considered knocked out, or KOed, and cannot participate in combat until healed, revived, or the allotted time frame has passed.

**Limping:** When a player is down to there last life point, they must drag a leg and limp around. They cannot run, or jump, and must also make an attempt to act injured.

**Head and Neck:** This is not a legal target and will not be counted as a hit. Attacking someone's head on purpose, or blocking with your head are serious offenses and will be dealt with appropriately by a Judge.

## **JUDGES**

Judges are other players who have decided to help enforce the rules. That being said, they are still players and can fight as normal. They do however have the authority to call time outs, measure attack distance, check weapons for safety, check your equipped abilities, and cards, and anything else needed to help the game run smooth, fast, and fair for all players. As a bonus, Judges may receive Advantage abilities and techniques to help them maintain law and order.

## **BATTLE GAME RUNNERS**

Runners are an important part MAKI, they are the people who think up story lines, plots, and adventures, battle games, tournaments, and an assortment of other games for everyone to play. Anyone can be a runner, it just takes a good imagination. A good suggestion is to have people take turns as runners, as there's probably more than one person with good ideas. When planning a scenario or, quest appoint a runner. Runners are in complete control over there scenarios, and there decisions are final. They are also in charge of making sure things get done. Another good Ideas to have a Master or Head Runner. This is usually the person who got the idea to play MAKAI in the first place and usually heads up and over see's everything. In MAKAI it is tradition to turn over the reigns of Master Runner after about a year or two, to start fresh with new story lines and a new perspective

## **COMBAT NOTES**

- 1) Shots that only strike garb or equipment do not count as a hit. As an example, if a player hits your sheathed sword instead on your leg, the shot does not count. However one can only be so lucky, two shots to a sheathed weapon will break the weapon and render it useless. This will allow blows to carry through sheathed swords and other equipment.
- 2) If a blow barely connects to you, or just brushes against you do not count it as a hit. Hits should be good and solid. A judge can demonstrate what a good shot is.
- 3) Projectiles and arrows always count as hits, even if you were lightly brushed by the hit.
- 4) If you are using the chain rules for clubs, the chain does not count as a striking surface. The same applies to all weapon hafts, hilts, hand guards, and areas of padding not deemed strike legal.
- 5) A shot that is deflected away from the intended target that then hits a different target still counts as a hit. Unless it bounced off of someone's head or neck. Deflections from illegal targets do not count. Example: Tamashi is facing off against Maelstrom and Jaggon. He goes to hit Jaggon, Jaggon blocks with his shield, and

Tamashis sword bounces off and hits Maelstrom in the leg. Maelstrom must take that hit. (note: hits that bounce off a target into yourself do not count.)

- 6) Projectiles may deal damage to up to two targets on one shot. Example: Kazuya throws a dagger at Groull and hits him in the arm. The Dagger then bounces off and hits Rattin in the chest. They must both take the hit even if it was just a lucky shot. However, if the dagger would have continued onto a hit a third person or target it would not count. Also if the same dagger hits the same player twice in one shot, they must take both shots. Example: Kazuya throws a dagger at Michiko and hits him in the knee, the dagger then bounces up and hits Michiko in the chest. Michiko must take both hits, but if a third hit is somehow made, it will not count as a valid shot.
- 7) If a person is killed while making a shot, shots they threw into motion before being struck still count as a hit, if they land within a half second of being struck. This should be a clear case of finishing an already thrown shot, meaning that it the last action required to finish the shot has already been started prior to being struck. If you have any questions, ask your Local Judge. There call is always final in determining if a shot is in time or late.
- 8) Shots that knock aside a parry and continue to hit the target count as a valid shot. Example: Maelstrom decides to swing a bit harder with his great sword while attacking Jaggon. Jaggon parries but his sword is pushed back from the force. Maelstroms shot then connects with Jaggons arm and Jaggon thusly looses a life point.
- 9) Illegal shots stop the shot and pause the action so that your opponent may recover (i.e. if you accidentally hit your opponent in the face, stop combat until he verbally indicates he is unhurt).
- 10) Bounces always count from projectiles, magic balls, and arrows, though it will count as one of your two targets.
- 11) A player who consistently breaks game rules, cheats, causes mundane problems with authorities or safety can be barred from the local group by joint agreement of 75% of the players .
- 12) Players may not wield more than one weapon in a single hand. Firing multiple arrows, or throwing multiple projectiles simultaneously is an exception to this rule. However a player may only hold up to two projectiles in one hand.
- 13) Grappling with an opponent, tackling someone with your shield, punching people in the face, rough, dangerous, or offensive physical contact is strictly prohibited and can result in being banned from play indefinitely, or getting arrested.
- 14) If you have to think about whether or not a shot was 'good enough' to count, then it probably was. Don't be a jerk, this game is supposed to fun. Besides If you don't take your shots people will probably aim for you groin.
- 15) Do not call another person's shots unless you are a Judge. It is rude and everyone with think you're a douche. If there is a player who most believe to not be taking there shots consult a Judge or Runner so they can deal with the player appropriately. Or refer to rule 14.
- 16) While Shield tackling is prohibited, a light check, or press is acceptable. When shield pressing you may not take more than one step into the press. Remember folks, control is also key here in MAKAI.

## **MAKING A HIT COUNT**

A valid shot, is anything that makes a good solid thwack. The hit should be solid, but not to hard. Another indication of a valid shot is that it bounces off at a different angle, or stops cold on the player. Sometimes a shot might look or sound good but is not. The best way to learn what constitutes a good shot is to ask your friendly veteran players, but included here is a list of shots that do not count. These are just guidelines, and we rather you not use this stuff to get out of taking your shots. Also remember, that in all situations the Judge's call is



final.

**‘Wigglings’** – A flurry of shots, generally between the legs or in the armpit, were a player shakes there weapon back and forth repeatedly so as to strike two areas rapidly causing a lot of damage. Well to bad, cuz’ it’s not allowed.

**‘Draw Cuts’** – sometimes when you go for a stab you don’t quite miss and get little bit of a slice. These shots do not count. Although if your stab is solid then it slides off, it still counts. Draw cuts are also when a player gets a valid shot by stopping the weapon cold on a player, then sliding it across them, which the extra slice does not count.

## BATTLE GAME RULES

- 1) Never handle anyone’s personal property without first having their permission.
- 2) Players who break the rules may be removed from the game by a judge

## DOWNRIGHT CHEATING

- 1) Maneuvering or engaging during a time out.
- 2) Striking at non-combat judges or non-combatants.
- 3) Calling a time out to retrieve spent items or derive other advantages on the battle field.
- 4) Trying to influence a game while you are dead.
- 5) Casting a spell or using an ability that you do not posses.

## INTERMEDIATE COMBAT

**Attack Ranges:** There are several different types of ranges for various attacks. Radiuses generally start from the point of impact, meaning that if you use a projectile to strike the target, and it has a Mid range; the radius revolves around the target. If an ability with a short, mid, or long range misses a target or is parried, or blocked, ignore the radius.

**Self:** This ability is usable only on the caster.

**Touch:** You must touch the player to use this ability. Generally associated with Ofuda and enchantments.

**Strike:** You must hit the target with a melee weapon.

**Short:** This ability will affect anything within 5 ft.

**Mid:** This ability will affect everything within 10 ft

**Long:** This ability will affect everything within 20 ft.

**Field:** This ability affects an entire field of play.

**Calling Damage:** Regular damage is calculated by your weapons damage, plus any bonuses from strength. So If you strength is Level 1 and you are using a weapon that does 2 damage you would say “2” while swinging your weapon.

**Calling Attacks:** To call an attack first you state the incantation, then the damage then the range type. (Note: if the range is strike or touch you do not need to state the range). Example: Wranks wants to use Cyclone Strike, to use it he would say: “Cyclone Strike - 1 Short!”

## COMBAT AND ARMOR

Armor is rated on two things, how well it would actually stop a blow, and ...how awesome it looks. The rating ranges from 1 to 5 points, though some *npc*’s can have more. When a player first creates there character and before they enter play, their costume and armor will be judged and appointed a number. This number will represent the number of points of damage that the suit of armor can sustain before it stops protecting the wearer. The same damage rules apply to armor. Each strike will remove one point of value from the armor. Certain weapons and effects deal more damage to armor as noted in their descriptions. Damage that exceeds the armor value can wound or kill the target. i.e. extra damage carries through to the player.

Armor, can be worn, or purchased with In game money. Anyone who actually wears armor receives said armor for free. When armor is first judged, or purchased in the store you will be issued an Item card de-

tailed what kind of armor it is, how many points it is worth, and any special effects it may poses. As a bonus to players who actually wear armor, you will receive your armor points on all of your lives. Were as if you purchased armor in a shop, and are not actually wearing armor, it only lasts for one life, or may be spread out over several lives.

## ARMOR VALUES

Padded, or Quilted Cloth:	1 point
Light Leather:	1 point
Medium Leather:	2 points
Heavy Leather:	3 points
Light Chainmail:	2 points
Standard Chainmail:	3 points
Heavy Chainmail:	4 points
Light Plate or Brigandine:	3 points
Half Plate or Lamellar:	4 points
Full Plate:	5 points

### Add-ons

Studs or Rings:	+1 point
Scales or Plates:	+2 points
Cuir bouilli:	+1 point

## EQUIPMENT

When in Combat you will come across Ofuda, and Runes. Ofuda, and Runes are pieces of cloth or paper used to denote certain abilities or mark off an area. They come in a variety of different colors and can be decorated anyway you like, as long as they are mostly one color. (Example: Red Ofuda must be mostly Red) Each color Ofuda or Rune corresponds to a certain type of effect. Meaning that Black Ofuda or Runes are always going to be some sort of darkness or shadow ability or location. Some abilities skills also call for a projectile, a projectile is any weapon that has the ranged ability, excluding weapons marked as using (ammo). A projectile can also be a padded, foam, any soft and safe ball. Additionally all players start with 1000 Zeni to purchase starting equipment.

## WEAPON BASICS

All Weapons listed in this book are considered base or, standard weapons. They are to get an idea of what average weapons do. When making your own weapons, figure out what it is closest to get the weapons base stats; then go from there.

**Type:** What type of weapon it is, be it a sword, dagger or axe.

**Abilities:** Advantage traits that the weapon passes down to the wielder

**Damage Rating:** How much damage the weapon does

**Size:** The maximum size of the weapon. The minimum size for weapons is six inches shorter than the max, unless stated by the weapon.

Also, you need a weapon to do weapon techniques, these work different than weapon abilities.

**Technique Name:** The name of the technique

**Rank:** The rank of the technique

**Type:** what type of weapon the technique is for.

**Element:** If the technique has an elements associated with it.

**Materials:** anything you need to activate the technique such as Ofuda, runes, projectiles, and of course the weapon itself.

**Incantation:** What you need to say to activate the technique.

**Range:** The range of the technique, whether you use it on yourself only, touch, a radius, or the whole field of play.

**Effect:** What the technique does, and the game mechanics associated with the technique.

**Limitations:** any limits on the technique, like if you have to have a certain stat or skill high enough.

**Notes:** General notes and comments about the technique.

## WEAPON ABILITIES

Most every weapon has some sort of ability that it grants to the wielder. These abilities simulate what a skilled fighter can do with a weapon, that players cannot do. This is a game after all, we don't expect you to be martial arts kung-fu badasses. Remember, some weapons also have flaws, such as great swords and battle axes. Weapons may also have multiples of the same ability.

**2 Handed:** This weapon does half damage when wielded one handed.

**Bastard Grip:** This weapon will do an additional point of damage if it is held with both hands when swung.

**Break:** Once per game/quest you may "break" a players armor or shield and render the equipment useless.

**Mana Boost:** Once per game you may cast a spell one rank higher than you may normally cast.

**Mana Store:** For every character level the wielder possesses, they may choose one spell that they may use one extra time per game.

**Power:** Once per life this weapon may deal an addition point of damage if held two handed.

**Pierce:** This weapon may only be used in a stabbing, or thrusting manner.

**Ranged:** This weapon may be thrown, though it must be padded all over.

**Quick:** The wielder may ignore a single hit once per battle game/quest.

**Stealth:** Once per game/quest any attempts to discover this weapon via abilities or magic automatically fail.

**Tempered:** Once per game/quest any attempts to use break on this weapon are nullified.

**Exceptional Quality:** This weapon is just made better than other weapons, for whatever reason a Judge may grant this weapon an extra ability, or an ability it may not normally possess.

## AXES, AND HAMMERS

From small throwing axes and irons, to giant battle axes and war hammers. These weapons are used for smashing and hacking things to bits. If you want to tear through armor and shields, this is the weapon category for you.

**Type:** Throwing  
**Abilities:** Ranged  
**Damage Rating:** 1  
**Size:** up to 12 in.

**Type:** Hand  
**Abilities:** Ranged  
**Damage Rating:** 1  
**Size:** up to 2 ft.

**Type:** melee  
**Abilities:** Ranged  
**Damage Rating:** 2  
**Size:** up to 3 ft.

**Type:** Large  
**Abilities:** Break, Bastard Grip  
**Damage Rating:** 2  
**Size:** up to 4 ft.

**Type:** Battle  
**Abilities:** 2 Handed, Power, Break  
**Damage Rating:** 3  
**Size:** up to 6 ft. Min 4 ft.

## BOWS AND CROSSBOWS

The maximum pull for a bows is 35 pounds with a maximum draw of 28 inches. A judge must always check a bow before it is allowed on the field. If your going for range, or shooting at a distance bows are definitely an option to consider.

**Type:** Short / Pistol  
**Rank:** D  
**Abilities:** Pierce, Ranged (ammo)  
**Damage Rating:** 2  
**Size:** up to 3ft.

**Type:** Medium  
**Rank:** C  
**Abilities:** Pierce, Ranged (ammo)  
**Damage Rating:** 3  
**Size:** up to 4 ft. (strung)

**Type:** Long / Rifle  
**Rank:** A  
**Abilities:** Pierce, Ranged (ammo)  
**Damage Rating:** 4  
**Size:** up to 5 ft. (strung)

## CLUBS, AND FLAILS

If your going for a hard hit, clubs are the way to go. Not as powerful as axes and hammers, but smaller and lighter. Flails may have a padded portion on the weapon be a chain or hinge, making it easy to strike around shields. For the purpose of purchasing and using weapon skills Clubs and flails count as axes and hammers

**Type:** Club  
**Abilities:** None  
**Damage Rating:** 1  
**Size:** up to 2 ft.

**Type:** Mace  
**Abilities:** Bastard Grip, Break  
**Damage Rating:** 1  
**Size:** up to 3 ft.

**Type:** Flail  
**Abilities:** None  
**Damage Rating:** 2  
**Size:** up to 4 ft.

**Type:** War Club  
**Abilities:** Power, Bastard Grip, Break  
**Damage Rating:** 2  
**Size:** up to 6 ft. Min 5ft.

## FISTS AND CLAWS

While not actually fists, these weapons represent safer versions of things like, brass knuckles, gauntlets, sap gloves, and other fist type weapons. These weapons should be constructed, and used similarly to small daggers, or possibly a dagger that curves around the fist. Don't go around punching people.

**Type:** Fist



**Abilities:** None  
**Damage Rating:** 1  
**Size:** up to 6 in.

**Type:** Knuckles  
**Abilities:** Quick  
**Damage Rating:** 1  
**Size:** up to 6 in.

**Type:** Gauntlets/Gloves  
**Abilities:** Quick, Break  
**Damage Rating:** 1  
**Size:** up to 1 ft.

## GUNS

In MAKAI all guns shoot some kind of foam ammunition, We recommend NERF guns as they are inexpensive and just look really cool. Another option for long ranged combat, NERF guns may not have the range of a bow or crossbow, but they tend to fire alot faster.

**Type:** Pistol  
**Abilities:** Ranged (ammo)  
**Damage Rating:** 1  
**Size:** up to 6 in.

**Type:** Revolver  
**Abilities:** Power, Ranged (ammo)  
**Damage Rating:** 1  
**Size:** up to 12 in.

**Type:** Uzi  
**Abilities:** Ranged (ammo)  
**Damage Rating:** 2  
**Size:** up to 2 ft.

**Type:** Rifle  
**Abilities:** Power, Break, Ranged (ammo)  
**Damage Rating:** 2  
**Size:** up to 4 ft. Min 3ft.

**Type:** B.F.G.  
**Abilities:** Power, Break, 2 Handed, Ranged (ammo)  
**Damage Rating:** 4  
**Size:** Over 3 ft., up to 5 ft.

## KNIVES AND DAGGERS

Small and stealthy, the most trusted weapon of assassins everywhere. Not to mention easy to use. As a tip, Dirks make good sidearm's, while daggers are easy to conceal.

**Type:** Throwing  
**Abilities:** Ranged  
**Damage Rating:** 1  
**Size:** up to 6 in. Min 3 in.

**Type:** Dagger  
**Abilities:** Stealth  
**Damage Rating:** 1  
**Size:** up to 12 in.

**Type:** Dirk  
**Abilities:** none  
**Damage Rating:** 1  
**Size:** up to 2 ft.

## MAGICAL WEAPONS

Magical weapons, are for the most part, not really weapons. While you can strike and block with them, they are more often used for there abilities than there attack methods.

**Type:** Book  
**Abilities:** Mana Store  
**Damage Rating:** 1  
**Size:** up to 1 ft.

**Type:** Orb  
**Abilities:** Mana Store, Mana Boost  
**Damage Rating:** 1  
**Size:** up to 1 ft.

**Type:** Rod  
**Abilities:** Mana Boost  
**Damage Rating:** 1  
**Size:** up to 3 ft.

## POLEARMS, AND SPEARS

While learning to use a pole arm or spear can be difficult, you can really cause some serious damage without putting yourself in the thick of things.

**Type:** Javelin  
**Rank:**  
**Abilities:** Ranged, Pierce  
**Damage Rating:** 1  
**Size:** up to 5 in. Min 3 ft.

**Type:** Pike  
**Abilities:** Quick, pierce  
**Damage Rating:** 1  
**Size:** up to 6 ft.

**Type:** Halberd  
**Abilities:** 2 Handed, Bastard Grip  
**Damage Rating:** 1  
**Size:** up to 8 ft.

**Type:** Glaive  
**Abilities:** 2 Handed, Power, Bastard Grip  
**Damage Rating:** 2  
**Size:** up to 10 ft.

## STAVES, AND RODS

A humble weapon used by many a traveler and monk, inexpensive and efficient. Rods on the other hand generally have some sort of magical properties.

**Type:** Jo  
**Abilities:** Quick  
**Damage Rating:** 1  
**Size:** up to 4 ft.

**Type:** Bo  
**Abilities:** 2 Handed  
**Damage Rating:** 1  
**Size:** up to 6 ft.

**Type:** Three Section  
**Abilities:** 2 Handed, Quick  
**Damage Rating:** 1

**Size:** up to 6 ft.

**Type:** Chain Staff

**Abilities:** 2 Handed, Break

**Damage Rating:** 2

**Size:** up to 6 ft.

## SWORDS

Ahh, swords. The most clichéd weapon in RPG history, and for good reason! Sword skills are quite varied, and are useful in a lot of situations. That said, they aren't the most powerful in the world.

**Type:** Short

**Abilities:** Quick

**Damage Rating:** 1

**Size:** up to 3 ft.

**Type:** Long

**Abilities:** Bastard Grip

**Damage Rating:** 1

**Size:** up to 4 ft.

**Type:** Great

**Abilities:** Power, 2 Handed

**Damage Rating:** 2

**Size:** up to 6 ft. Min 5 ft.

**Type:** Rapier

**Abilities:** Pierce, Quick

**Damage Rating:** 2

**Size:** up to 3 ft.

**Type:** Double Ended (Made like a staff)

**Abilities:** 2 Handed

**Damage Rating:** 2

**Size:** up to 6 ft. Min 5 ft.

## WHIPS

Whips can be a really fun weapon, if you can get the hang of them. Whips are also versatile, as they can be used for non melee as well, if you can think of anything that is.

**Type:** Leather

**Abilities:** Quick

**Damage Rating:** 1

**Size:** up to 4 ft.

**Type:** Bull

**Abilities:** Quick

**Damage Rating:** 1

**Size:** up to 6 ft.

**Type:** Chain

**Abilities:** Tempered

**Damage Rating:** 2

**Size:** up to 6 ft.

**Type:** Thorn

**Abilities:** Quick

**Damage Rating:** 2

**Size:** up to 6 ft.

## SHIELDS

Well you can't actually hit people with your shield, but they are great

for blocking other peoples weapons. Shields have different sizes, but note that a light press against someone else's shield is not considered hitting.

**Type:** Dual

**Abilities:** -

**Damage Rating:** -

**Size:** 6 in. Radius (each)

**Type:** small

**Abilities:** -

**Damage Rating:** 1

**Size:** up to 1 ft. Radius

**Type:** Medium

**Abilities:** -

**Damage Rating:** 1

**Size:** up to 15 in. Radius

**Type:** Large

**Abilities:** -

**Damage Rating:** 2

**Size:** up to 18 in. Radius

**Type:** Tower

**Abilities:** -

**Damage Rating:** 2

**Size:** up to 2 ft. Radius

## SPECIALTY WEAPONS

These weapons generally are earned through role-play, and questing. While some are easier to obtain, only one or two players should start with any of these weapons.

**Knight Sword**

**Type:** Sword

**Abilities:** Break x 3, Tempered

**Damage Rating:** +1

**Size:** as per swords

**Judge Sword**

**Type:** sword

**Abilities:** Break x 3 Tempered x 3

**Damage Rating:** +2

**Size:** as per swords

**Rune Sword**

**Type:** Sword

**Abilities:** Break, Tempered, Mana Store, Mana Boost

**Damage Rating:** +1

**Size:** as per swords

**Chaos Sword**

**Type:** Sword

**Abilities:** Break x 3, Tempered, User may cast Shadow at C Rank.

**Damage Rating:** +2

**Size:** as per swords

## BATTLE TERRAIN

Terrains can add a tactical element to MAKAI, and can actually stop a player to make them think. On top of that they are one of the greatest weapons known to geomancers and rangers. Terrains are fairly simple, any area marked off by rope, or whatever can be designated a terrain. One can also use their imagination such as designating the street, or sidewalk as water, or lava. Or letting the players know that their current location is a swamp. Terrains can also be assigned L.P. . These



terrains can also be referred to as structures. And can be destroyed in game. Examples might include, a cliff, or scaffolding. (We don't recommend actually playing on cliffs and scaffolding.)

### **Deep Water**

**Effect:** Any player with more than 2 points of armor on takes one damage every 30 seconds, unless there strength rank is 2 points higher than there armor points.

**Hidden Effect - Drowning Whirlpool:** Any player who is wearing armor takes one damage every 30 seconds, unless there strength rank is 4 points higher than there armor points. Lasts 5 minutes

### **Grass**

**Effect:** Any player who sits or lies down gains one L.P. back every 3 minutes

**Hidden Effect - White Wind:** Heal a number of L.P. equal to half your mana (round down). Area effect is mid, centered around the user.

### **Holy Ground**

**Effect:** Combat cannot take place on holy ground.

**Hidden Effect - Mass Resurrection:** Casts the resurrect spell on all teammates and gives all opponents the beneficent negative status.

### **Metal**

**Effect:** Structures made with metal do not receive damage from spells or abilities less than A rank, and take half damage from spells or abilities less than S rank.

**Hidden Effect - Armor Surge:** All players with a mid range of the user gain 2 points of armor.

### **Ice**

**Effect:** Players cannot run or jump, or they loose one L.P. and must drop to there knees for 10 seconds.

**Hidden Effect - Frost Blast:** All players suffer the effects of Frostbite.

### **Lava**

**Effect:** All players take one point of damage every 5 seconds.

**Hidden Effect - Magma Blast:** Instantly K.O. all players within a long range from the user.

### **Shadow**

**Effect:** Adds +1 stealth skill to any stealth skill.

**Hidden - Shadow Step:** User may teleport from one shadow to another shadow.

### **Snow**

**Effect:** All players with stamina less than 3 loose one usage of "quick".

**Hidden Effect - White out:** Players cannot use quick, or any type of attack that uses magical projectiles, projectiles, ammo etc.

### **Stone**

**Effect:** Stone structures have there hit points doubled.

**Hidden Effect - Heart of Stone:** Any player within a short range of the user cannot be instantly knocked out for the remainder if this life.

### **Swamp**

**Effect:** All players must walk on there knees. Any player standing in the same spot for more than one minute is knocked out.

**Hidden Effect - Poisonous Gas:** All players are affected with poison.

### **Water**

**Effect:** All players must walk around and fight on there knees.

**Hidden Effect—Grand Waterfall:** All players are affected with drenched.

### **Wood**

**Effect:** Increase the range of all geo and geomancy powers by one step.

**Hidden Effect—Geo Rush:** Double the length of any geo or geomancy power.

## **MAGIC**

### **BASIC RULES OF MAGIC**

- 1) Magic must be cast loud enough so that the player who is the target of said spell can hear it, and knows what spell is being cast.
- 2) Incomplete or interrupted magic has no effect, and does not count as if it were used.
- 3) Any hand being used to cast magic must be empty with the exception of magical components or the target of a touch spell

### **ENCHANTMENTS OFUDA, AND RUNES**

- 1) Any spell that requires a rune or ofuda is considered an enchantment.
- 2) Players themselves may only have one enchantment at a time. Enchantments on weapons, armor, etc. Do not count towards this disadvantage.
- 3) A piece of equipment, sword, shield, armor, etc. May only have one enchantment placed on it at a time.
- 4) When a player dies, any enchantments they had are lost.
- 5) Some enchantments last for a set amount of time depending on the spell. This may be influenced by things such as injury, or being knocked out.
- 6) Enchantments must be denoted by a visible Ofuda, rune, or some type of marker and announced if asked.
- 7) Enchantments nullified must be removed. Enchantments on a dead player should remain while on the battlefield as they may affect attempts to Resurrect, Talk to Dead, etc
- 8) If already wearing your maximum number of enchantments, you may simply choose to just drop an enchantment before receiving another one.
- 9) When Enchantments are placed on an object, they cover the whole object inside and out. So if a player is wearing a tunic that is immune to water magic, and is hit by water magic, they may ignore it if the water magic hit were the tunic is covering. If said magic hits the player were the tunic is not covering, they are affected as normal.

### **RANGED MAGIC**

- 1) A player may only carry a number of magical projectiles allotted to them by there purchased spells. Example: A player has purchased a spell that has allotted them two magical projectiles, this will allow the player to carry the two purchased projectiles and no more.
- 2) A magic-user may have no more than two types, elements or styles of magical projectiles charged at a time.
- 3) Barring any enchantments or magical effects, garb strikes count as hitting the player if the magic projectile would have continued on to hit the player. i.e. You may not block Lightning Bolts with your cloak.
- 4) All players must have a list of which magic they have bought on them at all times. Failure to have this list renders a player incapable of casting magic. But some spells require a musical instrument (your voice is sufficient) along with a spell list. Failure to wear appropriate garb also negates the ability to use magic.
- 5) Beginning an incantation discharges all of your unused magical projectiles and interrupts the incantation of any other magic you

- were casting.
- 6) Spells completely cast and enchantments discharged are considered used, even if they were ineffective against their targets. The same is true of all abilities. Example, a player Death Touch attempts to use it on another player who is immune to that spell. The Death touch is discharged and used up, but with no effect.
  - 7) In the event of a conflict between magic that is not directly covered by the rules, the higher-level magic is considered more powerful. If the magic is of the same level, the defensive magic is more powerful

## THE FIVE ELEMENTS

In MAKAI, there are five main elements in which magic corresponds to. The elements may determine, and also change effects like: status effects, amount of damage received, or dealt, etc.

**Name:** Earth

**Color:** Brown

**Status:** Petrified

**Effect:** Player struck is turned to stone. That player cannot harm anyone, or be harmed for one minute.

**Name:** Fire

**Color:** Red

**Status:** Enflamed

**Effect:** Player must choose a weapon that they are actively using (most likely one in their hand). That weapon may not be used for 1 minute.

**Name:** Heaven

**Color:** White

**Status:** Beneficent

**Effect:** Player may not attack anyone for 1 minute. They may however defend themselves.

**Name:** Water

**Color:** Dark Blue

**Status:** Drenched

**Effect:** A player hit with this status effect can no longer run, jog, or jump for 1 minute.

**Name:** Wind

**Color:** Purple

**Status:** Downed

**Effect:** Player is surrounded by wind, and cannot move their feet for 1 minute. As a bonus, they are immune to projectiles, and ammo for the time being.

## COMBINATION ELEMENTS

Combination Elements are not true elements in their own right, but merely a fusion of one or more of the five main elements. Combination Elements take hard work and dedication. To learn a combination element, you must have an B-Ranked spell or technique, for each element that makes up the combination element or, take the Elemental Attunement merit for the combination element..

**Name:** Death

**Origin Elements:** Fire, Water, Wind, Earth

**Color:** Grey

**Status:** Poison

**Effect:** Player will die in 1 minute, if a cure is not taken. ZOMG!

**Name:** Ice

**Origin Elements:** Wind, and Water

**Color:** Light Blue

**Status:** Frost bite

**Effect:** One of the player's limbs is frozen and cannot be moved. If the torso is struck, the caster may choose a limb.

**Name:** Lightning

**Origin Elements:** Wind, and Fire

**Color:** Yellow

**Status:** Shock

**Effect:** Player is stunned and can do absolutely nothing for 10 seconds.

**Name:** Metal

**Origin Elements:** Earth, and Heaven

**Color:** Silver

**Status:** Heavy

**Effect:** Player becomes very heavy and must move as if they were filmed in slow motion for 30 seconds.

**Name:** Wood

**Origin Elements:** Earth, and Water

**Color:** Green

**Status:** Entwined

**Effect:** Player is wrapped in a thick layer of vines and leaves and is considered out of the game for one minute.

## LIGHT AND SHADOW

**Name:** Light

**Color:** Orange

**Status:** Blind

**Effect:** Player can do absolutely nothing for 5 seconds. Afterwards they cannot run or jump, for 30 seconds. They may however Jog lightly.

**Name:** Shadow

**Color:** Black

**Status:** Darkness

**Effect:** Darkness surrounds the character so that all ranged attacks that the affected player makes for the next one minute are automatically negated.

## STATUS EFFECTS

When Dealing with Elements, the effects listed under any element is a generic effect. It should only be used if an element is listed, but an effect is not. Examples include, traps, and Weapon Skills.

To elaborate, if a player is hit by a trap that simply says "water magic trap" they would be given the status *drenched*.

## OPPOSING ELEMENTS

In MAKAI the five main elements flow in a wheel each one trumping the element before it. In certain situations it would do you good to remember what element is stronger than or weaker than another element. Perhaps you are fighting a monster who is aligned with the fire element. You would probably want to use water based attacks and magic, while avoiding the use of ice based abilities.

Note: if you notice, light and shadow are outside of the circle, that is because they oppose each other. When dealing with light and shadow assume that the ability with a higher rank trumps the lower ranked ability. If the ranks are tied, then the more defensive ability will be the dominant element.

## NOTES ABOUT MAGIC

One thing you will notice when going through the book is that even though there are twelve elements, only 10 are used. Each one has its



own reason and will be explained.

**Metal:** The newest of the elements, metal; has just recently been discovered. And as such not a lot of spells exist utilizing the element.

**Death:** Perhaps the hardest element to use, and for a good reason. Centuries ago what is now the Judges guild used a sealing arte to seal the element, making it nigh impossible to use. While there are a few people who have been able to weaken the seal and learn a few spells, these Necromancers as there called are few and far between; as well as disliked by judges.

**Spell Name:** The name of the spell.

**Rank:** The rank of the spell.

**Type:** what category or style the spell is.

**Element:** If the Spell has an element associated with it.

**Materials:** anything you need to activate the spell such as Ofuda, runes, projectiles, or weapons.

**Incantation:** What you need to say to activate the spell.

**Range:** The range of the spell, whether you use it on yourself only, touch, a radius, or the whole field of play.

**Effect:** What the spell does, and the game mechanics associated with the spell.

**Limitations:** any limits on the spell, like if you have to have a certain stat or skill high enough.

**Notes:** General notes and comments about the spell.

## OPPOSING ELEMENTS WHEEL



## SENNYU

Sennyu, or half-elves are usually much like their elven parent in appearance. They are handsome folk, with the good features of both races. They mingle freely with either race. They typically live about 160 years.

**Availability:** Starting

**Requirements:** Pointy Ears, or at least cover your ears so that no one can see them.

**Advantage:** Reduce the length of time from any type of controlling, or sleep type spell by half. When using the Persuasion skill for seduction your skill level is considered one higher.

**Disadvantage:** While Humans wouldn't recognize a half-elf for what it is they are still distrusted. Normal humans will treat you unfavorably, and items/equipment will cost an additional 10%, while selling them gives you 10% less than normal. This penalty is doubled when dealing with Full Elves.

**Favored Skills:** Most Sennyu tend to take jobs as trackers, and investigators.

**Favored Weapons:** Fighting Sennyu tend to favor bows and swords, while the more magically inclined prefer staves, and tomes.

**Favored Magic's:** White and

**Favored Type:** Sennin

## HANTENMA

Hantenma, the half-demons Have a human parent and a parent that is a demon, and often have characteristics from both parents but almost never quite equal to either. They enjoy a longer life than average humans and have abilities from his or her non-human parent. Their powers along with a demonic aura, tend to make people dislike them.

**Availability:** Starting

**Requirements:** Hantenma generally have some sort of demonic marker, pointy ears, fangs, long fingernails, odd skin color, tails, or even wings. Most Hantenma will make an attempt at covering up there demonic markings.

**Advantage:** Hantenma are tough from being scorned by humans thusly all Hantenma start off with a free point in stamina.

**Disadvantage:**

**Favored Skills:** Most Hantenma are concerned with fighting or the manipulation of others.

**Favored Weapons:** The favored weapons of the half-demons are claws and large axes.

**Favored Magic's:** The spark of hell inside all Hantenma tends to lead them towards Arcane and flame based magic's.

**Favored Types:** Senshi

## TERIANS

As it would have it most humans cannot see into the spirit realms, and live in ignorance of the overlapping world around them. Terians however, are humans that can see spirits. Teria, the name granted to the human realm by the Makai, does in-fact have human inhabitants. These humans are infused with spirit energy and can see spirits from the day they are born. As such, 90% of all Humans that can see spirits have a parent from the Makai, while the other 10% are simply put, anomalies.

**Availability:** Starting

**Requirements:** None

**Advantage:** Humans, being so varied start off with three extra freebie points.

**Disadvantage:** none

**Favored Skills:** No one human is alike, causing there skills to reach broad categories.

**Favored Weapons:** Varies

**Favored Magic's:** Varies

**Favored Types:** Humans are about equal when it comes to choosing types.

## NEPHILIM

Nephilim the offspring of humans and fallen angels. According to texts, the fallen angels who begat the Nephilim were cast into Gehenna, a place of 'total darkness'. Nephilim are generally considered to be the heroes of old, men and women of renown. Nephilim are often described as having prodigious strength and immense appetites.

**Availability:** Starting

**Requirements:** All Nephilim have wings whether or not they work is besides the point, they all have at least a small pair.

**Advantage:** Nephilim are known for there tremendous power, and start with a free point in strength.

**Disadvantage:** Nephilim eat twice as much as normal humans, while this might not seem like much in normal battle games, it can be hard to overcome in quests.

**Favored Skills:** Nephilim tend to focus on weapon skills as well as lore's.

**Favored Weapons:** Nephilim tend to use great swords, or there fists.

**Favored Magic's:** The Half-Angels angelic side causes them to lean towards Support, and White magic.

**Favored Types:** Sennin

## SCIIONS

a person whose one parent was a god and whose other parent was human. Many heroes as a result of there mixed blood, are accorded honors and powers, Advantages among those Scions who claim in open to be descendents of gods. While most Scions are of a good, or at least descent nature, they have been given a bad name by a few lawless more chaotic Scions.

**Availability:** Starting

**Requirements:** Scions bear the mark of there Devine parent, and must carry or wear some sort of symbol that represents there divine parent.

**Advantage:** Being part divine, Scions are more attuned to mana and magic, granting them a free point of mana.

**Disadvantage:** Being partly divine, your godly parent will sometimes call upon you to do missions for them, these cannot be refused.

**Favored Skills:** As it would seem, Scions enjoy more artistic skills such as calligraphy, and Artisan

**Favored Weapons:** Scions prefer weapons of a magical nature such as robs and orbs.

**Favored Magic's:** The Half Gods enjoy spells that mimic there divine parents legendary abilities.

**Favored Types:** Sennin

## THERIONS

Created from an experiment eons ago, Therions are humans spliced with animal DNA. While most look completely human some have been known to have strange eyes, tails, claws, fangs, or markings. Therions tend to have powers based on the animal whose DNA they house.

**Availability:** Starting

**Requirements:** Some Therions show no signs of there animal fusion but others develop animalistic features such as fangs, tails, wings, patterns and markings, etc. Which of course they attempt to cover up.

**Advantage:** Therions vary from one to the other depending on what animals DNA they carry so thusly Therions may choose one from the following list:

Natural claws (2 fist style weapons) that do one point of damage.

1 point of natural armor

Quick trait usable once per game/quest

**Disadvantage:** Therions as they are part animal, sometimes act like animals. Failing to do at lease one thing animal like in a session can cause loss of Xp.

**Favored Skills:** Therions tend to make great scouts and animal wranglers.

**Favored Weapons:** Therions tend to use claws mostly, but also enjoy a good spear.



**Favored Magic's:** Geomancy tends to be the preferred magic of the Therions

**Favored Types:** Senshi

## GEN' EI

The Gen'ei are ghostly beings left behind when a mortal's soul is fractured in two. The fracture is caused by the person having some reason to stay, yet death is forcing them into the Netherworld. The split causes a person to lose all of their old memories, and forget why they stayed in the first place, becoming a different person. The Gen'ei have no true physical body, though they can stay materialized for an indefinite amount of time. When they are not materialized, they become black shadows, with glowing eyes.

**Availability:** Must have a character that has died.

**Requirements:** Must have a character that has died and must give up 25% of that character's earned XP

**Advantage:** Because the Gen'ei have already died once, they do not lose XP when they die. They may also move around when they are K.O.ed, though they may only speak.

**Disadvantage:** Being knocked out causes the Gen'ei to dematerialize, which takes them a while to reform. In short their K.O. counts are doubled. Also the Gen'ei have almost no memory of their past life, just fractured bits and pieces. Though they could be recovered

**Favored Skills:** They are drawn to their old skill set.

**Favored Weapons:** As per their old self

**Favored Magic's:** Magic's that pertain to the shadow element.

**Favored Type:** Their previous type.

## HANKAMI

The Hankami, people descended from kami, are similar to Scions and Half Elementals but tend to align themselves with objects. This object, or phenomena is usually the same as the kami they are descended from. Some of the objects or phenomena designated as kami are qualities of growth, fertility, and production; natural phenomena like wind and thunder; natural objects like the sun, mountains, rivers, trees, and rocks; some animals; and ancestral spirits. Hankami may also be relatives of ancient spirits, included within the designation of ancestral spirits are spirits of the ancestors of the Imperial House of Japan; but also ancestors of noble families as well as the spirits of the ancestors of common people. In other words, the power of *kami* remains unrevealed so long as it exists in a suspended state, without manifesting itself by taking up dwelling in a natural object or human being. In short, *kami* is experienced in the form of concrete objects, phenomena, and situations, and not abstract, conceptual or ideal entities.

**Availability:** Starting

**Requirements:** The player must pick an object or phenomena, and wear a symbol representing that object

**Advantage:** Once per game a Hankami may possess an object, anyone using the object may communicate with the hankami, and even borrow their powers. Treat this ability as a soul summon.

**Disadvantage:** Since Hankami are only partial human, they have trouble keeping their bodies stable. Their K.O. counts are doubled as per the Gen' Ei, but they may do a weaker form of possession to be able to interact in a non physical way.

**Favored Skills:** Lore Skills, and calligraphy are some favorite pastimes of Hankami.

**Favored Weapons:** Hankami will use any weapon, but they tend to be Japanese in style.

**Favored Magic's:** Magic's that represent their phenomena, or object.

**Favored Types:** Bousan

## MAGI

In mysticism, magic and alchemy, a magi, or half elemental is a person that has an elemental for one of their parents. Being part elemental they are attuned with, or partially composed of, one of the classical

elements: air, earth, fire and water, and heaven. The elements balance each other out through opposites: water quenches fire, fire boils water, earth contains air, air erodes earth. The concept of elementals seems to have been conceived by Paracelsus in the 16th century, though he did not in fact use the term "elemental" or a German equivalent. Paracelsus gave common names for the elemental types, as well as alternate names, which he seems to have considered somewhat more proper. He also referred to them by purely German terms which are roughly equivalent to "water people," "mountain people," and so on, using all the different forms interchangeably. The Paracelsian elementals were: Sylph, Gnomus, Vulcanus, and Undina.

**Availability:** Starting

**Requirements:** Must wear the Kanji for their chosen element.

**Advantage:** Gains the Elemental attunement merit for free. With runner's permission you may take a combination element.

**Disadvantage:** Must take the Elemental Deficiency flaw.

**Favored Skills:** Being magical in nature, They are drawn to Calligraphy and meditation.

**Favored Weapons:** Magical weapons tend to appeal to Half Elementals

**Favored Magic's:** Spells using the element they are attuned with.

**Favored Types:** Sennin

## OBAKE

Obake, sometimes known as bakemono (or even obakemono) are known as monsters or spirits in folklore. Literally, the terms mean *a thing that changes*, referring to a state of transformation or shape shifting. The Obake are often times mistaken for ghosts, but primarily they refer to living things or supernatural beings who have taken on a temporary transformation, and these *bakemono* are distinct from the spirits of the dead. However, as a secondary usage, the term *obake* can be a synonym for *yūrei*, the ghost of a deceased human being. A *bakemono's* true form may be an animal such as a fox, a raccoon dog, a badger, or a transforming cat, the spirit of a plant such as a *kodama*, or an inanimate object, which may possess a soul in Shinto and other animistic traditions. *Obake* derived from household objects are often called *tsukumogami*. A *bakemono* usually either disguises itself as a human or appears in a strange or terrifying form such as a *hitotsume-kozō*, an *ōnyūdō*, or a *noppera-bō*. In common usage, any bizarre apparition can be referred to as a *bakemono* or an *obake* whether or not it is believed to have some other form, making the terms roughly synonymous with *yōkai*.

**Availability:** Starting

**Requirements:**

**Advantage:** Obake may copy any advantage from another player or monster up to two times per quest/game.

**Disadvantage:** When using their advantage, Obake partially take on the appearance of whatever they are copying, and gain one disadvantage from what they are copying.

**Favored Skills:** Survival Skills, as well as harvesting, and trapping.

**Favored Weapons:**

**Favored Magic's:** Geo Magic, as well as Song Magic.

**Favored Types:** Bousan

## SKILLS

Another aspect of MAKAI is skills. Skills do a number of things, such as: add functionality to your character, help round out a character, and add to customization. Skills are generally more useful in non combat situations but, they can be used anywhere by asking a judge or runner to perform a test.

## USING SKILLS

To use a skill you must test against a judge or runner, or if you are using a skill against a player, you must test against them. Skills are rated from ranks E through S as is most everything in MAKAI. When using a skill against items or objects such as making armor, or computer hacking, simply tell a runner or judge what you are doing. Then they will assign a difficulty level to the task you are attempting to perform. Then you rock-paper-scissors to see if you are successful. Simply put winning at R-P-S means you successfully used your skill. Loosing at R-P-S means you have failed. On a tie however it is a little different. If your skill level matches or is higher than the assigned difficulty level then you are successful. If your skill level is lower than the assigned difficulty level, then the skill usage is a failure. You retest a failed skill usage once per level of the skill you possess per game.

## USING SKILLS II

Using your skills against a player or NPC is a little different. The test is still solved by rock-paper scissors, but you test against the target not a judge or runner. The difficulty rating is still assigned by a judge or runner but, the target may use a skill of their own to increase the difficulty of the test. OR the difficulty rating of a test can also be equal to another player's skill. Example: Osu wants to use his investigation skill (a 3) to find that sneaky ninja Toganu. He then asks Toganu for a test, a Runner then says that the difficulty of the test is equal to Toganu's Stealth (which is 4). Therefore Osu must outright win the challenge to find Toganu. If Osu's skill were a 5 he could win the challenge on a tie as well. If both players' skill were 4 then Toganu would win on a tie as he is the defender. Defender wins ties.

### Alchemy

**Description:** an early, unscientific form of chemistry that sought to change base metals into gold and discover a life-prolonging elixir, a universal cure for disease, and a universal solvent alkahest

**Uses:** tests for certain production skills

**Effect:** May create alchemical potions listed on page 32, and even invent new alchemical potions.

### Animal Handling

**Description:** The act of dealing with animals, or of managing or supervising animals

**Uses:** Controlling, teaching, and breeding animals

**Effect:** This skill has several uses. First off, you may issue animals a single one word command. Secondly, you may use this skill to teach animals different skills, abilities, and even magic. Finally, when breeding animals, you may receive a bonus to one of their stats.

### Artisan

**Description:** Somebody who is skilled at a craft

**Uses:** A broad category of skills including painting, sculpting, drawing, and a wide variety of other skills. Each type of art must be purchased as a separate skill.

**Effect:** Character creates a piece of art, what they do with it is up to them.

### Calligraphy

**Description:** The art or skill of producing beautiful or artistic handwriting

**Uses:** This skill has several uses. The first and foremost is that it is

needed to create Ofuda. It's second ability is to create and crack Ciphers., and codes used by others with Calligraphy.

**Effect:** User creates an Ofuda, or creates/cracks a cipher.

### Commerce

**Description:** the large-scale buying and selling of goods and services

**Uses:** Playing the stock market, Haggling, raising money.

**Effect:** A player may either gain 100 zen for every level in this ability they have, or lower the cost of an item by 2% per level of this ability.

### Computers

**Description:** The ability to use and exploit computers and computer networks.

**Uses:** Building a website, maintaining a network, hacking.

**Effect:** Players with this skill may use any type of computer, and may also hack and modify computers and computer networks.

### Crafting

**Description:** a profession or activity involving the skillful making of decorative or practical objects by hand

**Uses:** Crafting sword, spears, armor, shields, guns, and anything else the character can think of. Each type of crafting must be purchased as a separate skill. (i.e. Craft sword is a separate skill from craft axe)

**Effect:** The user may create an item of choice. Depending on the level of the skill, is how good the item in question is. Always consult a Judge, and runner when using this skill.

### Divination

**Description:** The methods or practice of attempting to foretell the future or discovering the unknown through omens, oracles, or supernatural powers

**Uses:** Extracting hints and clues from glimpses of the future.

**Effect:** Player may ask a Judge, or Runner a single yes or no question pertaining to something in the current story arc.

### Driving

**Description:** To go or travel in a driven vehicle. To cause and guide the movement of a vehicle

**Uses:** driving a vehicle, tailing, car chases.

**Effect:** This allows a character to drive better than an average person. Competing in races, and participating in high speed car chases are all part of this skill.

### Harvesting

**Description:** The ability to grow crops

**Uses:** The Character is able to obtain resources Grains, Rice, Vegetables, fruits, various other plants.

**Effect:** Player is allotted so much crops per season.

### Instruction

**Description:** The profession or practice of being a teacher

**Uses:** This skill is needed if you want to teach a skill, ability, or spell to another player.

**Effect:** Player is allowed to teach another player any skill, ability, or spell that they know.

### Investigation

**Description:** An examination or inquiry into something, especially a detailed one that is undertaken officially, or the act of undertaking an examination

**Uses:** Finding Hidden objects, interrogating a criminal or witness, examining a crime scene.

**Effect:** This character may ask any player, runner, or npc a yes or no question pertaining to their investigation. This player may also search for hidden items.



## **Lore**

**Description:** Acquired knowledge or wisdom on a subject such as local traditions, handed down by word of mouth and usually in the form of stories or historical anecdotes

**Uses:** A grouping of different skills, that grant a character knowledge on a specific category such as, monsters, Espers, Magic, Weapons, Races, etc. Each lore must be purchased as a separate skill.

**Effect:** A character is considered to know things that the player might not necessarily know about specific subjects. As a side note, If a player does not have a lore for something there knowledge would be extremely limited in the subject.

## **Mechanic**

**Description:** For repairs and maintains machinery, motors, etc.

**Uses:** Fixing mechanical objects, such as engines, motors, and guns.

**Effect:** The user of this skill can maintain and repair any mechanical object. From lawnmowers to cars even jet engines, this skill will help in any situations involving mechanical items. A player using this skill must have proper tools.

## **Medicine**

**Description:** The diagnosis and treatment of illnesses, wounds, and injuries

**Uses:** Curing illnesses, diseases, poison, and wounds.

**Effect:** The user may use various herbs, and remedies to heal sick or injured characters. Removes poison, and may heal one life point. Any player may only have this skill used on them once a day. A player must carry some sort of pouch or bag in order to use this skill.

## **Meditation**

**Description:** The emptying of the mind of thoughts, or the concentration of the mind on one thing, in order to aid mental or spiritual development, contemplation, or relaxation

**Uses:** Restoring Mana, and used spells.

**Effect:** By spending an hour out of game a player may restore one point of lost or damaged mana, or regain the uses of two used spells.

## **Performance**

**Description:** A presentation of an artistic work such as a play or piece of music to an audience

**Uses:** Acting, playing an instrument, dancing. Each type of performance is a separate skill, and must be purchased separately. This skill is also needed to cast song magic.

**Effect:** User, may do a performance for whatever reason they feel like.

## **Persuasion**

**Description:** The ability or power to persuade

**Uses:** Getting someone to do things for you, seduction, revealing hints or facts from another person.

**Effect:** With this skill a character may seduce, lie to, obtain knowledge, and talk people into doing things for them.

## **Repair**

**Description:** If the user has the proper equipment, materials, and time, they can fix anything.

**Uses:** Completely restoring broken objects such as armor, weapons, electronics etc.

**Effect:**

## **Rogue**

**Description:**

**Uses:** Picking locks, pockets, forging checks, slight of hand, general mischievousness. Each type of Rogue skill must be purchased as a separate skill.

**Effect:** A general piss people off skill, a player may use this skill to steal or hide money, item cards, etc. This skill may also be used to

forged bad checks.

## **Salvaging**

**Description:** Saving something from destruction or waste and put to further use.

**Uses:** Not as good as repair, the user may quickly repair all manner of items, in a quick and dirty fashion. They may also find old or used parts such as in junk yards.

**Effect:** May restore a lost point of armor, or repair a broken weapon. This effect lasts five minutes. May also track down cheap parts or materials.

## **Stealth**

**Description:** The act of moving, proceeding, or acting in a covert way.

**Uses:** Hiding yourself, other people, objects, etc.

**Effect:** This skill lets players hide themselves from other players. They can also hide other players and objects. A player cannot walk, run, or move their feet when using this skill.

## **Tracking**

**Description:** The act or process of following the trail of a person or animal.

**Uses:** Finding food, people, animals, etc.

**Effect:** Player may use this skill to find another player, find animals, hunt for food.

## **Weapons Training**

**Description:** The process of learning to use a weapon.

**Uses:** Improving your levels with weapons, such as swords, guns, axes, etc. Each type of weapon is considered a different skill, and must be purchased separately.

**Effect:** Players with higher weapon skills may learn weapon techniques with ranks equal to their weapon skills level.

# MERITS AND FLAWS

## MERITS

### Blue Magic

**Cost:** 4 points

**Effect:** This character has the ability to learn blue magic when struck by a blue magic spell.

### Colossal Strength

**Cost:** 5 points

**Effect:** This character starts with one additional strength, additionally this merit will allow them to raise there strength above 5th level.

### Elemental Attunement

**Cost:** 3-5 points

**Effect:** For two points a player may attune themselves with an element. This allows them to buy any ability or spell that uses that element for one Xp less than the normal cost. However this comes with a draw back. The player must pay an additional Xp for abilities and spells of the opposing element. Example, a player is attuned to wind, they may purchase abilities and spells with the wind element for one less Xp, but fire Abilities and spells would cost one more. If they player spends five points on this merit, they do not obtain the draw-back.

### Elemental Bond

**Cost:** 4-6 points

**Effect:** This character shares a bond with a chosen element. Each time the character deals damage with the chosen element, add an additional point. Also each time a player takes damage from the source of the same element reduce it by one point. Although the unfortunate side effect is that the opposing element will deal an additional damage to whoever possesses this merit. Like with Elemental attunement, they player may spend an additional two points to remove the side effect.

### Immeasurable Stamina

**Cost:** 5 points

**Effect:** This character starts with one additional stamina, additionally this merit will allow them to raise there stamina above 5th level

### Immense Mana

**Cost:** 5 points

**Effect:** This character starts with one additional mana, additionally this merit will allow them to raise there mana above 5th level.

### Jack of all Trades

**Cost:** 5 points

**Effect:** A character with this merit is considered to have a level one proficiency with every skill. If a player spends points to purchase a skill, they must still pay the Xp cost of a level one skill.

### Natural Linguist

**Cost:** 2 points

**Effect:** Languages come easy to this character, when purchasing different languages you may pay half price round down.

### Photographic Memory

**Cost:** 2 points

**Effect:** Your character can remember anything that they have witnessed, poems, songs, pictures, anything, as long as they see it. Sometimes if the situation was hectic, a runner may ask you to make a test to see if you remember, the player is always the defender in this test.

### Wealth

**Cost:** 1 point

**Effect:** The character comes from a Wealthy Family, or Lineage. Start this character with an additional 500 Zeni

## FLAWS

### Addiction

**Gain:** 3 points

**Effect:** An addiction to some sort of chemical, or biological substance calls to the character. When in the presence of the substance they must test with a runner or judge. If they fail, they must imbibe the substance and suffer the consciences.

### Amnesiac

**Gain:** 2 points

**Effect:** The opposite effect of photographic memory, your character constantly forgets things. If a runner feels the situation valid, they may test with you to make you forget something. The player is the defender in this challenge.

### Deaf

**Gain:** 2 points

**Effect:** Your character cannot hear

### Elemental Deficiency

**Gain:** 2 points

**Effect:** This character has trouble learning spells and abilities tied to a certain element. Every time the player buys a spell or ability linked to the chosen element they must

### Lame

**Gain:** 4 points

**Effect:** This character has a lame leg and because of that, they must walk around with a limp. This player cannot move faster than a light jog, not can they jump. A character with this flaw may want to use a cane or some type of leg supports as costuming.

### Magical Wound

**Gain:** 5 points

**Effect:** Some sort of magical wound afflicts this character causing there health to be unpleasant. This character starts with one less Life Point.

### Mute

**Gain:** 4 points

**Effect:** This character cannot talk. They may still speak incantations to cast magic, and use abilities, but they may only speak for that.

### Phobia

**Gain:** 2 points

**Effect:** Your character is deathly afraid of something, each time e you run into it you must test against a runner, to see if you run away, or cower. The player is the defender in this challenge.

### Unforgiving

**Gain:** 2 points

**Effect:** Someone has done your character wrong in the past, and you want payback. If the change at getting revenge presents itself, the player must make a test to not make an attempt at revenge. The runner is the defender in this challenge.



# HAFTED WEAPONS

## AXES, HAMMERS, CLUBS, AND FLAILS

### Boulder Crush

**Rank:** E

**Type:** Weapon Skill

**Materials:** Hafted Weapon

**Incantation:** Boulder Crush!

**Range:** Strike

**Effect:** A blow powerful enough to pulverize rock. This attack deals an extra point of damage.

### Dire Swing

**Rank:** D

**Type:** Weapon Skill

**Materials:** Hafted Weapon

**Incantation:** Helm Splitter!

**Range:** Strike.

**Effect:** A ruthless slash that cuts through bone and all, leaving only a pitiful shell. This attack ignores an opponent's armor.

### Skull Splitter

**Rank:** D

**Type:** Weapon Skill

**Materials:** Hafted Weapon

**Incantation:** Skull Splitter!

**Range:** Strike

**Effect:** Lands a mighty "four-hit combo" on the enemy. Actually a single strike, this attack lets you destroy any one single item the player is carrying, targets choice.

### Colossal Fissure

**Rank:** C

**Type:** Weapon Skill

**Materials:** Hafted Weapon

**Incantation:** Jump in the air and strike the ground with your weapon, then state: Colossal Fissure!

**Range:** Mid

**Effect:** An attack so powerful it cracks the earth. This attack does damage equal to your strength stat to anyone caught inside its radius.

### Helm Splitter

**Rank:** C

**Type:** Weapon Skill

**Materials:** Hafted Weapon

**Incantation:** Helm Splitter!

**Range:** Strike.

**Effect:** Raise a weapon up before hacking down full force. This attack deals double damage to armor.

### Compass

**Rank:** B

**Type:** Weapon Skill

**Materials:** Hafted Weapon

**Incantation:** Compass Strike!

**Range:** Mid.

**Effect:** Use brute force to swing your weapon in a wide radius and attacks all surrounding foes at once.

### Violent Storm

**Rank:** A

**Type:** Weapon Skill

**Materials:** Hafted Weapon

**Incantation:** Violent Storm!

**Range:** Strike

**Effect:** A violent flurry of axe strikes that causes the opponent to become off balance. While this attack causes no damage, it does prevent the target from using shields or parrying with a weapon for 10 seconds.

### Graviton Bomb

**Rank:** S

**Type:** Weapon Skill

**Element:** Fire

**Materials:** Hafted Weapon

**Incantation:** (Jump in the air and strike the ground, then state: Graviton Bomb!

**Range:** Long

**Effect:** Creates a gigantic gravitational explosion. All players within range take damage as though the user had struck them normally.

**Notes:** Radius is measured from where the hammer head hits the ground.

### Calamity Drive

**Rank:** S

**Type:** Weapon Skill

**Materials:** Hafted Weapon

**Incantation:** Calamity Drive!

**Range:** Strike

**Effect:** Each swing tears the fabric of space. This attack deals double damage and cannot be blocked.

# RANGED WEAPONS

## BOWS AND GUNS

### Leg Shot

**Rank:** E

**Type:** Class Skill

**Materials:** Ranged Weapon

**Incantation:** Leg Shot!

**Range:** Strike (ammo)

**Effect:** Damages enemy's legs making it impossible to move. Player cannot move the struck from its spot for 1 minute. The effected player may turn around and pivot on their foot, but it must remain in the same spot.

### Tri-Burst

**Rank:** E

**Type:** Weapon Skill

**Element:** Ice

**Materials:** Ranged Weapon

**Incantation:** Tri-Burst!

**Range:** Strike (ammo)

**Effect:** A single shot that splits into three, causing the users gun to do an additional point of damage.

### Rapid Fire

**Rank:** D

**Type:** Weapon Skill

**Element:** Fire

**Materials:** Ranged Weapon

**Incantation:** Rapid Fire!

**Range:** Strike (ammo)

**Effect:** Shoots a target as it is lifted into the air. User may add their strength rating to the guns damage, additionally target is *stunned* for 5 seconds.

**Limitations:** User cannot move for 5 seconds after activating this attack.

### Seal Malevolence/Seal Virtuous

**Rank:** D

**Type:** Class Skill

**Materials:** Ranged Weapon

**Incantation:** Seal Malevolence! *Or* Seal Virtuous!

**Range:** Strike (ammo)

**Effect:** Special symbols drawn on the ammo of the gun allow the user to seal both evil and noble creatures and characters. The target is stuck in place for 100 seconds, and is considered out of the game.

#### **Arm Shot**

**Rank:** C

**Type:** Class Skill

**Materials:** Ranged Weapon

**Incantation:** Arm Shot!

**Range:** Strike (ammo)

**Effect:** Damages enemy's arms making it impossible to use weapons or cast spells. Player cannot use one of their arms (targets choice) for 1 minute.

#### **Delta Split**

**Rank:** C

**Type:** Weapon Skill

**Materials:** Ranged Weapon

**Incantation:** Delta Split!

**Range:** Strike (ammo)

**Effect:** Attacks from three directions at once, creating an illusion that causes characters to fall asleep. This character is considered out of the game for 1 minute.

#### **Proximal Shot**

**Rank:** C

**Type:** Weapon Skill

**Element:** Light

**Materials:** Ranged Weapon

**Incantation:** Proximal Shot!

**Range:** within 3ft.

**Effect:** A shot fired at pointblank range. This attack does double damage and sends the user back 10 ft.

#### **Sturmhimmel**

**Rank:** B

**Type:** Weapon Skill

**Element:** Lightning

**Materials:** Yellow Ofuda, or rune.

**Incantation:** Sturmhimmel!

**Range:** Strike (ammo)

**Effect:** Shoots electrically charged arrows. Character may add there mana to their damage rating on this attack.

#### **Ammo Storm**

**Rank:** B

**Type:** Weapon Skill

**Materials:** Ranged Weapon

**Incantation:** Bullet Storm! *Or* Arrow Storm!

**Range:** Mid (Ammo)

**Effect:** Fire a hail of bullets at a wide range of enemies.

**Notes:** The range is centered on the impact point of the fired ammo.

#### **Dispel Shot**

**Rank:** A

**Type:** Class Skill

**Materials:** Ranged Weapon

**Incantation:**

**Range:** Strike (ammo)

**Effect:** This special bullet destroys certain types of magic by breaking the objects that help bind magic to this realm, Ofuda and runes. When

a character is struck with this ability the user may pick one Ofuda they are wearing and cause it to lose its power. This will of course cause whatever Enchantment or ability that was tied to the Ofuda/rune to be lost.

#### **Totenkreuz**

**Rank:** A

**Type:** Weapon Skill

**Element:** Fire

**Materials:** Ranged Weapon

**Incantation:** Totenkreuz!

**Range:** Strike (ammo)

**Effect:** Incinerates an enemy in a cross of flame, dealing double damage as well as causing the enemy to become *Enflamed*.

#### **Zielregen**

**Rank:** A

**Type:** Weapon Skill

**Element:** Fire

**Materials:** Ranged Weapon

**Incantation:** Zielregen!

**Range:** Strike (ammo)

**Effect:** Unleashes a rain of ammunition that causes enemies to become dizzy, and disrupts the targets ability to channel mana properly. Target cannot use spells or abilities of any kind for 5 minutes.

#### **Doppelganger**

**Rank:** S

**Type:** Weapon Skill

**Materials:** Ranged Weapon

**Incantation:** Doppelganger!

**Range:** Strike (ammo)

**Effect:** Mirror Images wreak total havoc. This attack deals double damage and cannot be blocked.

#### **Final Destruction**

**Rank:** S

**Type:** Class Skill

**Materials:** Ranged Weapon

**Incantation:** Point ranged weapon at the air and state "Heavens rain down destruction, final shot zero!" Then fire the weapon.

**Range:** Field

**Effect:** The effect of this ability does not happen until five minutes after the incantation is done. The entire field is bombarded with meteors laying waste to everything in sight. All magic is considered negated as it implodes upon itself, and magic cannot be used in this spot for 6 months. All players are automatically loose 3 lives, and there L.P. is lowed to one. All equipment, armor, weapons, etc are destroyed. The terrain is changed to that of Searing Wasteland, and cannot be changed for 6 months.

**Limitations:** Usable once per quest/game.

**Notes:** See what the Judges do if you use this ability...

#### **Inferno**

**Rank:** S

**Type:** Weapon Skill

**Element:** Fire

**Materials:** Ranged Weapon

**Incantation:** Inferno!

**Range:** Strike (ammo)

**Effect:** Splits into four and blasts the enemy away. This attack does an equal amount of damage to mana as well as hit points.



# HAND WEAPONS

## FISTS, CLAWS, AND GAUNTLETS

### Cyclone Strike

**Rank:** E

**Type:** Weapon Skill

**Materials:** Hand Weapon

**Incantation:** Cyclone Strike!

**Range:** Short

**Effect:** All players within range take one damage.

### Steal Health

**Rank:** E

**Type:** Weapon Skill

**Materials:** Hand Weapon

**Incantation:** Steal Health!

**Range:** Strike.

**Effect:** Transfers one hit point from the target to the user.

### Plunder

**Rank:** E

**Type:** Weapon Skill

**Materials:** Hand Weapon

**Incantation:** Plunder!

**Range:** Strike

**Effect:** Steals a random amount of Money from 1 to 10.

**Notes:** the person using this skill should carry a deck of cards with them ranging from 1 to 10.

### Triple Strike

**Rank:** E

**Type:** Weapon Skill

**Materials:** Hand Weapon

**Range:** Strike

**Effect:** Victim is crippled by three lethal blows. If victim is hit they are knocked back 10 ft. If Victims shield is hit they are still knocked back, but take no damage.

**Notes:** Remember not to actually punch someone!

### Tiger Charge

**Rank:** D

**Type:** Weapon Skill

**Materials:** Hand Weapon

**Incantation:** Tiger Charge!

**Range:** Strike

**Effect:** Modeled after a tiger falling upon its prey. This attack does an additional 2 damage.

### Lions Roar

**Rank:** D

**Type:** Weapon Skill

**Materials:** Hand Weapon / Projectile

**Incantation:** Lions Roar!

**Range:** -

**Effect:** Martial artists' specialty move. User throws a charge of energy that does their regular damage +1.

**Limitations:** User may only carry one "Lions Roar" projectile at a time.

### Aura Strike

**Rank:** D

**Type:** Weapon Skill

**Materials:** Hand Weapon

**Incantation:** Aura Strike!

**Range:** -

**Effect:** By projecting there aura out of their body a user of martial arts may damage an opponent from afar. The user does their normal damage, but may use a projectile instead.

**Limitations:** A character may have up to *two* Aura Strike projectiles at a time.

### Steal Shield

**Rank:** C

**Type:** Weapon Skill

**Materials:** Hand Weapon

**Incantation:** Steal Shield!

**Range:** Strike

**Effect:** Used to steal equipped shield. Target must give the user shield/shields that they are actively using

**Notes:** User does not actually have to give you there shield. Carry extra equipment just in case.

### Spiraling Sphere (Rasengan)

**Rank:** C

**Type:** Weapon Skill

**Element:** Wind

**Materials:** Hand Weapon

**Incantation:** Wind Release - Spiraling sphere!

**Range:** 10 ft.

**Effect:** Users attack does an additional amount of damage based on the players' mana, and knocks the target back 2 ft. per ranks the user has in mana.

### Dim Mak

**Rank:** B

**Type:** Weapon Skill

**Materials:** Hand Weapon

**Incantation:** Dim Mak!

**Range:** Strike

**Effect:** The user of this ability strikes a series of pressure points causing the victim to become weak, and slowly die. This ability acts as poison, but is not considered poison, or a death element effect.

### Steal Armor

**Rank:** B

**Type:** Weapon Skill

**Materials:** Hand Weapon

**Incantation:** Steal Armor!

**Range:** Strike

**Effect:** Used to steal equipped armor. Target must give the user any one item card they are actively using

### Steal Weapon

**Rank:** B

**Type:** Weapon Skill

**Materials:** Hand Weapon

**Incantation:** Steal Weapon!

**Range:** Strike

**Effect:** Used to steal equipped shield. Target must give the user shield/shields that they are actively using

**Notes:** User does not actually have to give you there shield. Carry extra equipment just in case.

### Steal Accessory

**Rank:** B

**Type:** Weapon Skill

**Materials:** Hand Weapon

**Incantation:** Steal Accessory!

**Range:** Strike

**Effect:** Used to steal equipped Accessory. Target must give the user one accessory that they are actively using  
**Notes:** User does not actually have to give you there shield. Carry extra equipment just in case.

### King of Beasts

**Rank:** A  
**Type:** Weapon Skill  
**Materials:** Hand Weapon  
**Incantation:** King of Beasts!  
**Range:** Strike  
**Effect:** As per Violent Storm

### Steal Heart

**Rank:** A  
**Type:** Weapon Skill  
**Materials:** Hand Weapon  
**Incantation:** Steal Heart!  
**Range:** Strike  
**Effect:** Charms an enemy that is of the opposite sex. This player must do as you command for 1 minute.

### Big Bang

**Rank:** A  
**Type:** Weapon Skill  
**Element:** Light  
**Materials:** Hand Weapon  
**Incantation:** Big Bang!  
**Range:** Strike  
**Effect:** Head on Collision with the sun. This attack cannot be blocked. All of targets equipment is destroyed and they are left with 3 hit points.

### Steal Experience

**Rank:** S  
**Type:** Weapon Skill  
**Materials:** Hand Weapon  
**Incantation:** Steal Experience!  
**Range:** Strike  
**Effect:** Used to steal Exp from an enemy. This attack grants the User one Experience point.  
**Notes:** User does not actually give you experience. You just gain a bonus point

### Steal Memory

**Rank:** S  
**Type:** Weapon Skill  
**Materials:** Hand Weapon  
**Incantation:** Steal Memory!  
**Range:** Strike.  
**Effect:** Target cannot use any skill or spell of the user's choice for the remainder of this life. The user may not use this ability at the same rank as the targets for the remainder of this life. User may also buy said skill or spell at half price.

### Rising Dragon

**Rank:** S  
**Type:** Weapon Skill  
**Materials:** Hand Weapon  
**Incantation:** Rising Dragon!  
**Range:** Strike  
**Effect:** Enemy is thrust into space, and slammed back to earth. This attack cannot be blocked. Victim is instantly knocked out.

## SPEARS AND POLE ARMS

### Impaler

**Rank:** E  
**Type:** Weapon Skill  
**Materials:** Spear or Pole arm  
**Incantation:** Impaler! (While jumping in the air)  
**Range:** Strike  
**Effect:** A jump attack that aims for an enemy's head. This attack affects a player as per generic water, but only for half the duration.  
**Notes:** Don't actually hit someone in the head! Is *not* considered a water based attack.

### Lancer

**Rank:** E  
**Type:** Weapon Skill  
**Element:** None  
**Materials:** Spear or Pole arm  
**Incantation:** Lancer!  
**Range:** Strike  
**Effect:** Cause damage to Mana instead of hit points..

### Leg Strike

**Rank:** D  
**Type:** Weapon Skill  
**Materials:** Spear or Pole arm  
**Incantation:** Leg Strike!  
**Range:** Strike  
**Effect:** Trips up the enemy with a long hilt. The target of the attack cannot move the truck leg from its location for one minute. Though they may pivot on the leg, it is rooted in place.  
**Limitations:** attack must actually strike a leg.

### Sky Lunge

**Rank:** D  
**Type:** Weapon Skill  
**Materials:** Spear or Pole arm  
**Incantation:** Sky Lunge!  
**Range:** Strike  
**Effect:** A vicious lungs at a helpless enemy. This attack does double damage to armor.  
**Limitations:** This attack cannot harm a player.

### Asteroid Drop

**Rank:** D  
**Type:** Weapon Skill  
**Materials:** Spear or Pole arm  
**Incantation:** Asteroid Drop!  
**Range:** Strike (ranged)  
**Effect:** Attacks enemies with the fury of a falling asteroid. This attack destroys the first thing the weapon touches.  
**Limitations:** Will do normal damage if it hits a player directly. You *must* be able to throw the spear.

### Avalanche

**Rank:** A  
**Type:** Weapon Skill  
**Materials:** Spear or Pole arm  
**Incantation:** Avalanche!  
**Range:** Strike  
**Effect:** Overwhelms the enemy like a crashing avalanche. Target is considered to be affected as per generic earth. This effect last 5 minutes  
**Notes:** You may throw the spear, if it is throwing legal. Is *not* considered an earth based attack.



**Dragon Surge****Rank:** B**Type:** Class Skill**Element:** Players Choice**Materials:** Ofuda/Rune**Incantation:** Dragon Surge - "Chosen Element"!**Range:** Self**Effect:** User may double their strength. Additionally there spear damage is considered Elemental.**Limitations:** The element for this ability must be chosen before the game starts, and cannot be changed during game. May only be used on last life.**Take Flight****Rank:** B**Type:** Weapon Skill**Materials:** Spear or Pole arm**Incantation:** Take Flight!**Range:** Strike**Effect:** Take off like a bird and launch a thrust from above. Surmounts all obstacles to strike far off foes. User may select a target and run towards that target. Anything hitting them on the way to the target is nullified.**Limitations:** User must jump when they reach their target.**Turbulence****Rank:** C**Type:** Weapon Skill**Element:** Wind**Materials:** Spear or Pole arm**Incantation:** Turbulence!**Range:** Strike (pierce)**Effect:** Mighty spear thrust that pierces the heavens. This attack must be done in a stabbing or thrusting manner. You may choose to ignore a player's shield.**Spear Storm****Rank:** S**Type:** Weapon Skill**Element:** Fire**Materials:** Spear or Pole arm**Incantation:** Spear Storm!**Range:** Strike / Long**Effect:** Reign of fiery spears consumes all. The target and all players within 20 ft. of the initial target take fire damage equal to the spear plus one.**Notes:** You may throw the spear, if it is throwing legal.**Blade Rush****Rank:** E**Type:** Weapon Skill**Materials:** Sword or dagger**Incantation:** Blade Rush!**Range:** Strike (while running)**Effect:** Dash attack that slices enemies in half. This attack adds an extra point of damage to your normal damage.**Demon Strike****Rank:** E**Type:** Weapon Skill**Materials:** Sword or Dagger**Incantation:** Iai - Demon Strike!**Range:** Short**Effect:** Releases spirit of the katana. An invisible blade slashes the enemy. Deals 1 point of damage to anyone within range.**Notes:** Does not affect the user.**Flash Strike****Rank:** E**Type:** Weapon Skill**Materials:** Sword or Dagger**Incantation:** Flash Strike!**Range:** Strike**Effect:** A single, scintillating attack to fell the opposition. This attack adds an extra point of damage to your normal damage.**Hurricane Slash****Rank:** D**Type:** Weapon Skill**Element:** Wind**Materials:** Sword or Dagger**Incantation:** Hurricane Slash!**Range:** Strike**Effect:** Target is at the mercy of a raging hurricane. Target is affected with the status *Downed*.**Mana Slash****Rank:** D**Type:** Weapon Skill**Materials:** Sword or Dagger**Incantation:** Iai - Mana Slash!**Range:** Short**Effect:** Releases spirit of the katana. Ghost's whisper causes 1 point of damage to anyone within the ranges mana instead of their LP.**Notes:** Does not affect the user.**Wind Cutter****Rank:** D**Type:** Weapon Skill**Materials:** Sword or Dagger**Incantation:** Wind Cutter!**Range:** Strike**Effect:** Powerful swing which causes a razor-sharp whirlwind. Target takes one damage regardless of whether or not they blocked the shot.**Limitations:** Will damage armor before it damages a player.**Crying Spirits Rain****Rank:** C**Type:** Weapon Skill**Materials:** Sword or Dagger**Incantation:** Iai - Crying Spirits Rain!**Range:** Short**Effect:** Releases spirit of the katana. Released spirit's tears restore LP to anyone within the range.**Notes:** *Does* affect the user.**Winged Slayer****Rank:** C**Type:** Weapon Skill**Materials:** Sword or Dagger**Incantation:** Winged Slayer! (While jumping)**Range:** Strike**Effect:** A devastating strike from the sky. This attack will damage everyone within 10ft. of the original target.**Jugulaire****Rank:** B

**Type:** Weapon Skill

**Materials:** Sword or Dagger

**Incantation:** Jugulaire!

**Range:** Strike

**Effect:** A precision strike on enemy vitals. Ensures all single-enemy attacks are critical hits. This attack does double damage and *stuns* the target.

**Limitations:** The attack must land on the shoulders or chest area of the target.

### **Wraith Laceration**

**Rank:** B

**Type:** Weapon Skill

**Materials:** Sword or Dagger

**Incantation:** Iai - Wraith Laceration!

**Range:** Mid

**Effect:** Releases spirit of the katana. Vengeful wraiths gradually remove the soul of the enemy. Anyone within the range loses half of their LP round down.

**Notes:** Does not affect the user

### **Benevolent Gikyoushin**

**Rank:** A

**Type:** Weapon Skill

**Materials:** Sword or Dagger

**Incantation:** Iai - Benevolent Gikyoushin!

**Range:** Short

**Effect:** Releases spirit of the katana. Benevolent spirits enhance the strength and agility of allies. All player within range gain an additional point of strength and a free quick.

**Limitations:** Lasts the remainder of the life. Does not stack upon itself.

**Notes:** *Does* affect the user.

### **Blood Sword**

**Rank:** B

**Type:** Weapon Skill

**Materials:** Sword or Dagger

**Incantation:** Dimension Slash!

**Range:** Strike

**Effect:** Curses the bearers' weapon with a thirst for blood. This attack absorbs LP equal to half the damage dealt round up.

### **Dimension Slash**

**Rank:** A

**Type:** Weapon Skill

**Element:** Heaven

**Materials:** Sword or Dagger

**Incantation:** Dimension Slash!

**Range:** Strike

**Effect:** Its power echoes through the universe. This attack destroys all armor, and equipment on the target. The User is also invulnerable while using this attack.

### **Nightsever**

**Rank:** S

**Type:** Weapon Skill

**Materials:** Sword or Dagger

**Incantation:** Nightsever!

**Range:** Strike

**Effect:** A sword slash that severs the dark of the night. This attack does double damage and cannot be blocked.

### **Phantom Ouda**

**Rank:** S

**Type:** Weapon Skill

**Materials:** Sword or Dagger

**Incantation:** Iai - Phantom Ouda!

**Range:** Mid

**Effect:** Releases spirit of the katana. Relentless Phantoms attack the soul of an enemy directly. Anyone within the range is instantly taken down to 1 LP.

**Notes:** Does not affect the user.

### **Mana Rush**

**Rank:** E,D,C,B,A

**Type:** Weapon Skill

**Materials:** Magical Weapon

**Incantation:** Mana Rush!

**Range:** Self

**Effect:** Increases the Range of the users' spells that have a range, by 1 ft per rank.

### **Mind Eater**

**Rank:** C

**Type:** Weapon Skill

**Materials:** Magical Weapon

**Incantation:** Mind Eater!

**Range:** Strike

**Effect:** High Offensive attack. Damages an opponent's mana instead of their LP, an ancient magic taboo..

### **Dragonic Circle**

**Rank:** A

**Type:** Weapon Skill

**Materials:** Magical Weapon, Ofuda/Runes

**Incantation:** Dragonic Circle!

**Range:** Mid

**Effect:** User creates a circle with a ten ft. diameter that is impenetrable. Nothing gets in or out.

### **Mana Boost**

**Rank:** A

**Type:** Weapon Skill

**Materials:** Magical Weapon

**Incantation:** Mana Boost! Then the name of the spell.

**Range:** Self

**Effect:** Lets the user cast a spell as though it were rank S Magic.

**Limitations:** This will half the users mana, for the remainder of the life this ability was used on.

## **SUPPORT ABILITIES**

### **Dash**

**Rank:** E

**Type:** Support Skill

**Materials:** Any Weapon less than 4 ft in length.

**Incantation:** Dash!

**Range:** Strike

**Effect:** Run into enemy with body. This attack will knock a target back 5 ft. if successful.

**Limitations:** Usable once per Stamina Level

**Notes:** Don't actually ram someone!

### **Fury**

**Rank:** E

**Type:** Support Skill

**Range:** Strike.

**Effect:** Become a death seeking warrior, swinging with abandon. You may increase your strength by one point at the cost of one stamina



point.

**Notes:** this is s a constant effect.

### **Replacement Technique** (Kawarimi no Jutsu )

**Rank:** E

**Type:** Support Skill

**Materials:** Item Card

**Incantation:** Replacement!

**Effect:** The user of this technique throws down some sort of item card, generally a log. When the character would be hit in combat, they may switch places with the card.

**Limitations:** User must specify *one* item card before combat starts that is there replacement card. You cannot activate this ability if more than 5 seconds have passed since you threw down the card.

### **Heal**

**Rank:** D

**Type:** Support Skill

**Incantation:** Heal!

**Range:** Touch

**Effect:** Recover yourself from abnormal status effects.

### **Steel**

**Rank:** D

**Type:** Support Skill

**Range:** Self

**Effect:** Raises the users stamina by 2 levels for 5 minutes

### **Throw Item**

**Rank:** D

**Type:** Support Skill

**Materials:** light green projectiles

**Effect:** Allows the user to throw items that would normally require a touch.

### **Wish**

**Rank:** D

**Type:** Support Skill

**Materials:** None

**Incantation:** Wish!

**Range:** Touch

**Effect:** Offer one's own hit points to the spirits, to restore the target's hit points by double that amount.

### **Wrath**

**Rank:** D

**Type:** Support Skill

**Effect:** The vengeance and destruction wreaked by somebody in anger. This ability doubles the amount of 'breaks' a player has.

**Limitations:** Usable once per quest/game. Number of breaks is calculated before the start of game.

**Notes:** this is s a constant effect.

### **Dragon Breath**

**Rank:** C

**Type:** Support Skill

**Element:** Players Choice

**Materials:** Projectile

**Incantation:** Dragon Breath - "Chosen Element"!

**Range:** -

**Effect:** Breath fire on an enemy as though you are a dragon. Damage is equal to your strength rating.

**Limitations:** The element for this ability must be chosen before the game starts, and cannot be changed during game.

**Notes:** This ability must be learned in game from a dragon.

### **Fury II**

**Rank:** C

**Type:** Support Skill

**Materials:** Weapon

**Incantation:** -

**Range:** Strike.

**Effect:** A more brutal version of fury this ability raises your strength by 3, but lowers your stamina by 2.

**Limitations:** Cannot be combined with Fury, must have purchased Fury to purchase this ability.

**Notes:** this is s a constant effect.

### **Monkey Grip**

**Rank:** C

**Type:** Item

**Materials:** A weapon with the 2-Handed ability.

**Effect:** User may hold a 2-Handed weapon with one hand without penalty.

### **Purify**

**Rank:** C

**Type:** Support Skill

**Incantation:** Purify!

**Range:** Touch

**Effect:** A series of proper strikes to pressure points allows the user to free the body of toxins and impurities. This ability negates any bad status effect.

### **Yell**

**Rank:** C

**Type:** Type: Support Skill

**Incantation:** Yaaah! (Or something similar)

**Range:** Self only

**Effect:** Raise quick level by yelling. Grants the user an extra Quick trait.

### **Accumulate**

**Rank:** B

**Type:** Support Skill

**Incantation:** Accumulate!

**Range:** Self Only

**Effect:** Charge up one's power to raise physical attack power. Raise your strength stat by one for the remainder of the current life point.

### **Safeguard**

**Rank:** B

**Type:** Support Skill

**Materials:** Equipped Items

**Incantation:** Safeguard!

**Range:** Self

**Effect:** Makes equipped items immune to break techniques, or any attack that breaks an item.

### **The Seven Final Steps**

**Rank:** B

**Type:** Support Skill

**Incantation:** Seven Final Steps!

**Range:** Self

**Effect:** Occurs immediately after having died. Player continues to fight for 10 seconds. Additional killing shots do not kill the user. *The Seven Final Steps* does not count as 'moving after having died.

**Limitations:** This ability does not free the player from any pre-existing effects such as *Stun*.

**Notes:** As a reminder, a player is always required to stay in control of his actions.

### **Fury III**

**Rank:** A

**Type:** Support Skill

**Range:** self

**Effect:** A most destructive power, this skill wreaks havoc on your opponents as well as yourself by increasing your strength by 5, but lowering your stamina by 3.

**Limitations:** cannot be combined with fury, or fury II. Must have purchased fury II to purchase this ability.

**Notes:** This is a constant effect.

### **Restore Chakra**

**Rank:** A

**Type:** Support Skill

**Incantation:** Restore Chakra!

**Range:** Short/Self

**Effect:** The user sends out a rush of pure ki, causing all in the area to feel refreshed and relaxed. Anyone within the area has all hit points completely restored, and regains one usage of one used spell, or ability from each rank.

**Limitations:** Restore chakra cannot restore itself.

### **Scream**

**Rank:** A

**Type:** Support Skill

**Materials:** None

**Incantation:** Gyaah! (or something close to that)

**Range:** Self

**Effect:** Raise one's Quick level and physical/magic attack powers by shouting. As per yell but also raises the characters stats by one for five minutes.

### **Celestial Wrath**

**Rank:** S

**Type:** Support Skill

**Incantation:** Celestial Wrath!

**Range:** self

**Effect:** All attacks are considered to have a 'break' effect Strength is doubled. Gain 2 points of natural armor.

**Limitations:** Can only be used on last life. User dies after 10 minutes.

**Notes:** This is a constant effect.

### **Revive**

**Rank:** S

**Type:** Support Skill

**Incantation:** Revive!

**Range:** Touch

**Effect:** By redirecting the flow of ki in an area, a character using this ability may restore all of a player's lost ki. This ability restores all a player's lost lives, used abilities and hit points.

### **Soul Fusion**

**Rank:** S

**Type:** Class Skill

**Materials:** Ofuda

**Incantation:** -

**Range:** Self

**Effect:** On the User's last life, they may fuse their soul with that of a dragon giving them a boost in power to help prevent a threat of death. User's strength and stamina increase by 2. User also gains 4 points of natural armor, 2 short swords which count as natural claws, and natural flight.

## **MAGIC**

### **ARCANE MAGIC**

#### **Shadow**

**Rank:** Varies

**Type:** Magic

**Materials:** Black Magical Projectile

**Incantation:** Varies

**Effect:** Player takes shadow damage based upon the caster's spell rank.

**Limitations:** Limitations or Restrictions

**Notes:** Notes

#### **Fumble**

**Rank:** E

**Type:** Magic

**Materials:** Magical Projectile

**Incantation:** Fumble!

**Effect:** This spell causes a player's hand to twitch causing them to drop something in their hand. The item dropped is the choice of the target.

**Notes:** If the target has an empty hand, this spell will not work.

#### **Berserk**

**Rank:** D

**Type:** Magic

**Materials:** Red Head Band

**Incantation:** Berserk!

**Range:** Touch

**Effect:** Berserked characters increase their attack power and Toughness, however, they can only use physical attacks. Character gains +2 to strength, and 2 points of natural armor.

**Limitations:** Berserked players cannot run away from other players, unless they are at least 3 ranks lower than the other player.

#### **Blind**

**Rank:** C

**Type:** Magic

**Materials:** Black Magic Projectile

**Incantation:** Blind!

**Effect:** A Blinded character is very inaccurate with their physical attacks and will often miss the target, but the effect does not interfere with spell casting. All physical attacks made by the target of this spell are negated.

**Limitations:** This lasts one minute.

#### **Confusion**

**Rank:** B

**Type:** Magic

**Materials:** Magic Projectile

**Incantation:** Blind!

**Effect:** A player that is confused goes crazy on the battlefield. Unable to distinguish friend from foe, he or she will sometimes attack his or her own allies. It is even possible for a confused player to target himself/herself with a spell while confused. In some cases, confused players make erratic decisions in battle. In short, the confused player attacks the closest player, if no one is within 10 feet, the confused player must attack themselves.

**Limitations:** Confusion can be cancelled by hitting the confused character with a physical attack

**Notes:** Notes

#### **Bringer of Darkness (Kokuangyou no Jutsu )**

**Rank:** A

**Type:** Magic

**Element:** Shadow

**Materials:** Black Magic Projectile



**Incantation:** Bringer of Darkness!

**Effect:** Creates an illusion of complete darkness over the battlefield. It traps the opponent into absolute darkness, where they can see nothing but their own body. The person/people trapped inside the ability cannot see the user if the user decides to attack, therefore defending one's self is extremely hard.

**Limitations:** User must take the victims to an away area of the field.

### **Overturn**

**Rank:** A

**Type:** Magic

**Materials:** Ofuda

**Incantation:** Overturn!

**Range:** Touch

**Effect:** Reverse causes attacking and healing to have the opposite effect for the character that is currently affected; i.e. when an enemy is in Reverse, all attacks directed at it will heal rather than injure.

**Limitations:** This lasts 10 minutes.

**Notes:** Being sneaky really helps cast this spell.

### **Dead Demon Consuming Seal (Kikaichuu no Jutsu)**

**Rank:** S

**Type:** Magic

**Element:** Death

**Materials:** Purple Ofuda/Rune

**Incantation:** Dead Demon Consuming Seal!

**Range:** Strike

**Effect:** The User and the Target are both killed regardless of armor, lives, hit points, spells, or any other ability.

**Limitations:** May only be used on your last life.

**Notes:** This ability causes both players to end up in the netherworld.

### **Fan the Flames of Chaos**

**Rank:** S

**Type:** Magic

**Materials:** Ofuda

**Incantation:** Fan the Flames of Chaos!

**Range:** Touch

**Effect:** Fan the Flames of Chaos is an ability that entices enemies to attack. This is often used to protect weaker party members or to keep monsters from using special attacks/magic. All enemy players must attack this player, whether they want to or not.

**Limitations:** This lasts one minute.

**Notes:** Being Sneaky really helps cast this spell.

## **BLACK MAGIC**

This brand of magic is simple yet effective. This magic is also known as Elemental Magic

### **Rank E**

No change to incantation.

1 magical projectiles.

Damage: 1

### **Rank D**

Add "two" after the spells name.

1 magical projectile.

Damage: 2

### **Rank C**

Add "three" after the spells name.

2 magical projectiles.

Damage: 3

### **Rank B**

Add "four" after the spells name.

3 magical projectiles.

Damage: 4

### **Rank A**

Add "five" after the spells name.

4 magical projectiles.

Damage: 5

### **Rank S**

Add "six" after the spells name.

5 magical projectiles.

Damage: 6

Example: Steve has a mana level of 3. This means that he may cast black magic spells as a C level spell or lower. To cast it as a rank E he simply pulls out a magical projectile says the incantation "Fire!" as he throws it. To cast as a rank C he pulls out up to 2 magical projectiles and says the incantation "Fire Three!" before he throws them. To cast S ranked spells you must find a way to have a mana level of six.

### **Fire**

**Rank:** Varies

**Type:** Magic

**Materials:** Red Magical Projectile

**Incantation:** Fire!

**Effect:** Player takes fire damage based upon the casters spell rank.

### **Ice**

**Rank:** Varies

**Type:** Magic

**Materials:** Light Blue Magical Projectile

**Incantation:** Varies

**Effect:** Player takes ice damage based upon the casters spell rank.

**Limitations:** Limitations or Restrictions

### **Light**

**Rank:** Varies

**Type:** Magic

**Materials:** Orange Magical Projectile

**Incantation:** Varies

**Effect:** Player takes Light damage based upon the casters spell rank.

### **Lightning**

**Rank:** Varies

**Type:** Magic

**Materials:** Yellow Magical Projectile

**Incantation:** Varies

**Effect:** Player takes lightning damage based upon the casters spell rank.

**Limitations:** Limitations or Restrictions

### **Water**

**Rank:** Varies

**Type:** Magic

**Materials:** Dark Blue Magical Projectile

**Incantation:** Varies

**Effect:** Player takes water damage based upon the casters spell rank.

### **Wind**

**Rank:** Varies

**Type:** Magic

**Materials:** purple Magical Projectile

**Incantation:** Varies

**Effect:** Player takes wind damage based upon the casters spell rank.

### **Ultima**

**Rank:** S

**Type:** Magic

**Materials:** None

**Incantation:** Ultima!

**Range:** Magical Projectile - 10 ft. radius

**Effect:** Magic damages with absolute energy. Destroys all of targets equipment and reduces their hit points by half.

**Limitations:** Usable once mana level. This spell cannot be bought outright, and must be found in some way during a quest.

## BLUE MAGIC

Blue Magic spells, are spells learned or copied from various monsters. The only known way to learn blue magic is to be hit by it, without dying, and poses the blue magic merit. On the plus side once hit by a blue magic spell it is learned automatically, no experience necessary.

### Aqua Breath

**Rank:** E

**Type:** Magic

**Element:** Water

**Materials:** Blue magic projectile

**Incantation:** Aqua Breath!

**Effect:** Does damage equal to half the characters Level round down, to a minimum of one.

### Fire Breath

**Rank:** E

**Element:** Fire

**Type:** Magic

**Materials:** Red magic projectile

**Incantation:** Fire Breath!

**Effect:** Does damage equal to half the characters Level round down, to a minimum of one.

### Roulette

**Rank:** E

**Type:** Magic

**Materials:** Fist

**Incantation:** Roulette!

**Effect:** Randomly kills one player from either side.

**Notes:** Use this ability in front of a judge to make things easier.

### Quake

**Rank:** E

**Type:** Magic

**Element:** Earth

**Materials:** Hand Weapon

**Incantation:** Quake!

**Range:** 10 ft. radius around caster

**Effect:** By punching the ground the caster is able to earth and rock flying out in all directions, causing all players within range to take damage equal to the casters mana rank.

**Limitations:** Usable once per Character Rank

**Notes:** Yes, this damages the caster too.

### Goblin Punch

**Rank:** D

**Type:** Magic

**Materials:** Hand Weapon

**Incantation:** Goblin Punch!

**Range:** Strike

**Effect:** Physical attack that lets the user use their mana as though it were strength.

### Magic Hammer

**Rank:** D

**Type:** Magic

**Materials:** Hammer, Ofuda

**Incantation:** Magic Hammer!

**Range:** Self

**Effect:** Summon a large hammer that damages the targets mana instead of their life points. Affected players mana is lowered for the duration of one life.

**Limitations:** The hammer will dissipate if the character is knocked out.

### Bad Breath

**Rank:** C

**Type:** Magic

**Materials:** 5 Green magic projectiles

**Incantation:** Bad Breath!

**Effect:** User must carry a deck around with various negative statuses written on them. Any player that is struck by the spell must draw a card at random. The caster and anyone hit go into a time out when drawing cards.

**Limitations:** All projectiles must be thrown at once

**Notes:**

### Exploder

**Rank:** C

**Type:** Magic

**Element:** Fire

**Materials:** Red Ofuda

**Incantation:** Exploder!

**Range:** Strike

**Effect:** Instantly knocks out the caster, and one other player of the casters choosing.

### Mighty Guard

**Rank:** C

**Type:** Magic

**Materials:** Ofuda

**Incantation:** Mighty Guard!

**Range:** -

**Effect:** Player takes half damage.

### Missile

**Rank:** C

**Type:** Magic

**Materials:** Projectile

**Incantation:** Missile!

**Effect:** Fire missiles summoned from subspace at your target to reduce their hit points by half.

**Limitations:** User may only carry one "Missile" Projectile.

**Notes:**

### White Wind

**Rank:** C

**Element:** Heaven

**Type:** Magic

**Incantation:** White Wind!

**Range:** Mid

**Effect:** Heals entire parties hit points based on caster's current hit points. So long as they are within range.

### Black Shock

**Rank:** B

**Element:** Death

**Type:** Magic

**Materials:** Black magic projectile

**Incantation:** Black Shock!

**Effect:** A dark black substance causes enemies to become violently ill for a short period of time, lowering the enemy's level by half, round up.

**Limitations:** lasts 5 minutes

**Notes:**



**Death Sentence****Rank:** B**Type:** Magic**Materials:** Black magic projectile**Incantation:** Death Sentence!**Effect:** The target is given a 5 minute countdown. At the End of the countdown, the target dies.**Flare****Rank:** A**Type:** Magic**Element:** Fire**Incantation:** The player must meditate for 1 minute, then state: Flare!**Range:** Field**Effect:** All players on the field except for the caster take a number of damage equal to the casters mana**Limitations:** Usable once per quest/game.**Death****Rank:** S**Type:** Magic**Incantation:** Caster must meditate for five minutes, then state: Death!**Range:** Field**Effect:** All players on the field except for the caster are instantly knocked out.**Limitations:** Usable once per quest/game**Notes:** WTF!? Seriously? ZOMG!!!!!!**GEO MAGIC****Earth****Rank:** Varies**Type:** Magic**Materials:** Brown Magical Projectile**Incantation:** Earth!**Effect:** Player takes earth damage based upon the casters spell rank.**Notes:** This is cast the exact same way as Black Magic**Wood****Rank:** Varies**Type:** Magic**Materials:** Green Magical Projectile**Incantation:** Varies**Effect:** Player takes wood damage based upon the casters spell rank.**Notes:** This is cast the exact same way as Black Magic**Armor of Wood****Rank:** E**Type:** Magic**Element:** Wood**Materials:** Green Ofuda**Incantation:** Armor of Wood!**Range:** Touch**Effect:** Player may grant any player a point of magical armor**Draw****Rank:** E**Type:** Magic**Materials:** Blank Cards**Incantation:** Draw!**Range:** Special: User must be standing on the intended terrain.**Effect:** The caster may draw upon the energy of the land granting themselves a terrain card for the appropriate terrain.**Geo Change****Rank:** E**Type:** Magic**Element:** Earth**Materials:** Brown Ofuda or Runes, Terrain card**Incantation:** Geo Change—"New Terrain Type"!**Range:** Short**Effect:** User may change the terrain type to any type of their choosing.**Commune with Nature****Rank:** D**Type:** Magic**Element:** Wood**Incantation:** Touch tree with free hand, "Commune with Nature!"**Range:** Self**Effect:** Caster may not harm others. Others within 20 feet may not harm or take hostile actions towards the caster.**Limitations:** Cannot be closer than 20 feet to a base or flag when *Commune with Nature* is started.**Entangle****Rank:** D**Type:** Magic**Materials:** Green Magic Projectile**Incantation:** Entangle!**Effect:** Victim is stuck in place for 150 seconds. The victim may not move or communicate in any fashion, and neither the victim nor his equipment can be affected in any way.**Notes:** Flame Magic or abilities will free the victim.**Geo Blast****Rank:** C**Type:** Class Skill**Element:** Earth**Materials:** Brown Ofuda/Runes**Incantation:** Geo Blast!**Range:** Short**Effect:** User may nullify a section of terrain type, by marking off the area with Ofuda or runes. Anyone who steps in the area of effect suffers 1 point of damage.**Geo Effect****Rank:** C**Type:** Magic**Element:** Earth**Materials:** Terrain Card**Incantation:** Geo effect -"Name of terrain"**Range:** Self**Effect:** The caster may release hidden abilities on terrain cards. If the user is currently on a certain terrain, and has a terrain card for the terrain they are standing on, they may use the hidden effect.**Geo Warp****Rank:** B**Type:** Class Skill**Element:** Earth**Incantation:** Geo Warp!**Effect:** User may move from one spot to another. User is considered out of the game while in effect. User must go straight to destination, no stopping or detours.**Limitations:** Usable once per character rank.**Mass Entangle****Rank:** B**Type:** Magic**Element:** Wood**Materials:** Green Magical Projectile

**Incantation:** Mass Entangle!

**Range:** Mid

**Effect:** as per entangle but with a 10 ft' radius from the target.

### **Animal Form**

**Rank:** A

**Type:** Magic

**Materials:** varies

**Incantation:** -

**Range:** self

**Effect:** Player gains the following abilities.

Two short swords as natural claws

Two points of natural armor.

Wings for flight.

**Limitations:** Usable once per level of stamina.

### **Geo Cannon**

**Rank:** A

**Type:** Magic

**Element:** Earth

**Materials:** Ofuda or Runes

**Incantation:** Geo Cannon!

**Range:** Mid

**Effect:** Player may set up a ring of Ofuda, or runes. Anyone entering the ring takes damage equal to the casters mana.

**Limitations:** May only have one *Geo Cannon* active at any one time

### **Weather Control**

**Rank:** S

**Type:** Magic

**Materials:** varies

**Incantation:** -

**Range:** Self/Field

**Effect:** Choose one from this list

Cast lightning at S rank

Cast Ice at S rank

Change the terrain to Ice

Change the terrain to snow.

**Limitations:** The effect must be chosen before the game starts.

### **Geo Distortion**

**Rank:** S

**Type:** Class Skill

**Element:** Earth

**Materials:** Terrain card

**Incantation:** Geo Distortion!

**Range:** Field

**Effect:** Player may change the terrain type to any type of their choosing.

**Limitations:** Usable once per Quest/Game

**Notes:** Lasts until the user dies

## **RUNE CRAFTING**

### **Draw Runes**

**Rank:** E

**Type:** Magic

**Materials:** Runes

**Effect:** This ability allows the user to create a type of advanced runes.

Additionally the caster may add *Mana Boost* to any weapon.

**Limitations:** A player may only own one rune weapon at a time.

**Notes:** Notes

### **"Element" Charge Rune**

**Rank:** D

**Type:** Magic

**Materials:** Runes

**Range:** Self

**Effect:** Users weapons damage is considered to be an element of choice. The chosen element must be selected when the rune is first created.

### **Shell Rune**

**Rank:** C

**Type:** Magic

**Materials:** Runes

**Effect:** The user may increase a piece or set of armors armor value, by one point.

### **Rune of Attunement**

**Rank:** B

**Type:** Magic

**Materials:** Runes

**Effect:** This rune may be placed directly on a player or a piece of equipment. This Allows the player, or equipment to carry two enchantments from any player (or combination of players) for the duration of the current life.

**Limitations:** The caster may only create one of this rune per quest/game. Players who have had this rune drawn upon them may only activate it once per quest/game. A player may not have more than two copies of this rune at any given time, whether it be on the player directly, or their equipment.

**Notes:** Notes

### **Anti-"Element" Rune**

**Rank:** A

**Type:** Magic

**Materials:** Runes

**Effect:** The caster may create a rune that nullifies any effects and damage caused by a single element. The chosen element must be stated before the rune is drawn.

**Limitations:** A player may only have runes of this type for one element at a time.

### **"Element" Overdrive Rune**

**Rank:** S

**Type:** Magic

**Materials:** Runes

**Effect:** The user may store any black magic they know into a rune and place it onto a weapon. This allows a player with this rune to deliver the spell through there weapon; adding the spells damage to their normal combat damage.

## **SONG MAGIC**

### **Show Time**

**Rank:** E

**Type:** Magic

**Materials:** -

**Incantation:** A short 20 syllable poem or song, (Made up by the caster) followed by "Show Time!"

**Range:** self

**Effect:** The caster of this spell must, sing, play an instrument, or generally entertain the other players. While the caster is doing this, they cannot be attacked by anyone except for monsters.

**Limitations:** Lasts until the user stops singing, playing, etc. This spell is also be ended by casting another song spell.

### **Resonate**

**Rank:** D

**Type:** Magic

**Materials:** Magic projectile



**Incantation:** A short 20 syllable poem or song. (Made up by the caster) Followed by “Resonate”!

**Range:** -

**Effect:** Sing a melody to the target, causing a random status ailment. The ailment is drawn from a deck of cards (Made by the caster) by the target.

**Limitations:** Must be used while in ‘Show Time’. This spell ends ‘Show Time’.

**Cover Song**

**Rank:** C

**Type:** Magic

**Materials:** Card

**Incantation:** -

**Range:** self

**Effect:** During a battle/quest the caster may copy any one ability, technique, or spell that they have seen another player use in that same battle/quest. This ability rank must be equal to their own level or lower. The copied ability is still subject to the users own stats and levels.

**Limitations:** Only one ability may be chosen at a time. The chosen ability is cast at the same level of the person Cover Song.

**Notes:** This copied ability is considered to be in the same slot as *Cover Song*, i.e. *Cover Song* and the copied ability, share one slot.

**Strange Dance**

**Rank:** C

**Type:** Weapon Skill

**Element:** Nature

**Materials:** Weapon

**Incantation:** A dance of some sort followed by “Strange Dance”!

**Range:** Strike

**Effect:** Sap energy from foes with an odd dance that’s...not meant to be odd. User damages the targets strength stat instead of their hit points. Effect lasts for the remainder of the targets life.

**Chaos Symphony**

**Rank:** B

**Type:** Magic

**Materials:** Magic Projectile

**Incantation:** Chaos Symphony

**Range:** self

**Effect:** As per Confusion

**Limitations:** As per Confusion plus, must be used while in ‘Show Time’. This spell ends ‘Show Time’.

**Captivating Voice**

**Rank:** A

**Type:** Magic

**Materials:** -

**Incantation:** -

**Range:** self

**Effect:** Before the battle/quest starts the caster may spend up to 2 points of Xp per character level on magic from any *one* category.

**Limitations:** Any number of spells may be chosen so long as the caster can afford them. The chosen spells are cast at the same level of the person using Captivating Voice. The Xp and spells obtained from this spell are not permanent, and are lost at the end of the quest/game.

**Notes:** This copied spells are considered to be in the same slot as Captivating Voice, i.e. Captivating Voice and the copied spells, share one slot.

**War Cry**

**Rank:** S

**Type:** Magic

**Materials:** -

**Incantation:** -

**Range:** self

**Effect:** Prior the start of battle or quests, the caster of this spell may opt to not cast song magic, save for this spell. If so, the caster and their teammates increases the level of one weapon skill by one, and choose one weapon technique coinciding with the new weapon level. Additionally the casters team may wear an additional 2 points of armor, and use shields one size larger than normal. The Caster himself gains an additional weapon rank and ability, and one additional point of armor, on top of the benefits listed.

**Limitations:** Usable once per quest/game. Cannot be used on more than 5 players at one time.

## SUMMONING MAGIC

**Pact**

**Rank:** E

**Type:** Magic

**Materials:** A willing monster

**Incantation:** none

**Effect:** Player must converse with the monster and convince the monster to aid his cause for whatever reason. The player may talk the monster into a pact; issue a challenge, anything the player can think of to get the monster to agree. If the monster agrees, the player may summon them as per the summon spell.

**Summon**

**Rank:** D

**Type:** Magic

**Materials:** Card for the summoned creature. Costuming for the summoned monster

**Incantation:** Summon “Monsters name”!

**Effect:** This ability lets a player control fabled monsters of legend by calling them from alternate worlds for a short time. Summoned monsters are generally created by the summoner, and game runners. Also the Summoner plays the summoned monster.

**Notes:** Summoned monsters are generally tied to one of the ten elements.

**Soul Summon**

**Rank:** C

**Type:** Magic

**Materials:** Card for the summoned creature.

**Incantation:** Soul Summon “Monsters Name”!

**Effect:** The summoner summons the monsters soul into their body effectively adding the monsters stats and spells to their own list. The summoner adds half the monsters stats round down to a minimum of one to their own stats. The summoner also gains all spells, immunities, strengths, and weaknesses, hit points, and life points of the summoned monster.

**Limitations:** This spell will end when all of the summoned monsters life points have been used up.

**High Summon**

**Rank:** B

**Type:** Magic

**Materials:** Cards for the summoned creatures. Costuming for the summoned monsters

**Incantation:** Summon “Monsters’ name”!

**Effect:** As per summon, but the caster may summon two monsters at one time. The second monster may be played by a judge, teammate, or any player that’s busy.

**Notes:** Summoned monsters are generally tied to one of the ten elements

**Fusion Summon**

**Rank:** A

**Type:** Magic

**Materials:** Cards for the summoned creatures. Costuming for the summoned monsters

**Incantation:** Summon "Monsters' name"!

**Effect:** As per summon, but the caster may summon two monsters at one time. The second monster may be played by a judge, teammate, or any player that's busy.

**Notes:** Summoned monsters are generally tied to one of the ten elements

### **Fusion Soul Summon**

**Rank:** S

**Type:** Magic

**Materials:** Cards for the summoned creatures. Costuming for the summoned monsters

**Incantation:** Summon "Monsters' name"!

**Effect:** As per soul summon, but the caster may fuse with two monsters at one time.

**Notes:** Summoned monsters are generally tied to one of the ten elements

## **TIME MAGIC**

### **Haste**

**Rank:** E

**Type:** Magic

**Materials:** None

**Incantation:** Haste!

**Range:** Touch

**Effect:** The Caster manipulates the fabric of time to command a single ally to move more quickly. Target player gains an additional usage of the *Quick* Ability. Alternately this spell may be used to half the duration of any spell or ability.

**Limitations:** Usable once per mana rank.

### **Slow**

**Rank:** D

**Type:** Magic

**Materials:** Magic Projectile

**Incantation:** Slow!

**Effect:** The caster manipulates the fabric of time to bring a single foe to a crawl. Affected player loses one usage of the *Quick* ability, or if the player cannot use quick, they cannot run for 1 minute. Alternately this spell may be used to double the duration of any spell or ability.

**Limitations:** -

### **Stop**

**Rank:** C

**Type:** Magic

**Materials:** Magic Projectile

**Incantation:** Stop!

**Effect:** The caster weaves threads of time magic to bind and stop enemies in their tracks. Affected player cannot move, talk, cast magic, interact, or do anything really; they are completely frozen in time for 1 minute. Alternately this spell may be used to quadruple the duration of any spell or ability.

**Limitations:** cannot be combined with Slow or Haste.

### **Teleport**

**Rank:** B

**Type:** Magic

**Incantation:** Teleport!

**Range:** Field/Touch

**Effect:** Player may move from one spot on the field, to any other spot on the field. The must go straight to their destination of choice, no stopping or detours. Player is also considered out of the game while

teleporting. User may also take a number of additional players with them equal to half their mana.

**Limitations:** Usable once per mana rank.

### **Gravity Manipulation**

**Rank:** A

**Type:** Magic

**Incantation:** Gravity Manipulation!

**Range:** Field or Touch

**Effect:** Affected players strength is considered halved and they must walk around on their knees. All players under the effects of gravity manipulation also take 1 point of damage every 5 minutes, this damage bypasses armor.

**Limitations:** Usable once per mana rank.

**Notes:** Killing or knocking out the person who enacted the spell will end it.

### **Meteorite**

**Rank:** S

**Type:** Magic

**Incantation:** Meteorite!

**Range:** Field

**Effect:** Massive non-elemental attack, the caster calls down a large meteor from space by manipulating the gravity. This spell generally cannot be stopped once it has started. The meteor takes about 5 minutes land, anyone still on the field takes damage equal to double the casters mana.

## **SUPPORT MAGIC**

Support magic is slightly different than elemental or healing magic. Instead of doing damage, or reversing damage; it raises your stats, or cancels out magic spells, or lowers stats.

### **Shield**

**Rank:** E

**Type:** Magic

**Materials:** Ofuda or Runes

**Incantation:** Shield!

**Range:** Touch

**Effect:** Player gains an armor point.

**Limitations:** This may be cast up to 2 times at once on a player.

### **Brave Heart**

**Rank:** D

**Type:** Magic

**Materials:** Ofuda or Runes.

**Incantation:** Brave Heart!

**Range:** Touch

**Effect:** Raises characters strength by one, plus an additional point at level 4, and 6.

### **Enfeeble**

**Rank:** D

**Type:** Magic

**Materials:** Magical Projectile.

**Incantation:** Enfeeble!

**Effect:** Lowers characters strength by one, plus an additional point at ranks B, and S.

### **Magic Boost**

**Rank:** D

**Type:** Magic

**Materials:** Ofuda or Runes

**Incantation:** Magic Boost!

**Range:** Touch



**Effect:** Caster may raise a player's mana level by 1 point, plus an additional point at ranks B and S. This does not give the recipient access to any new spells, but it does improve on the ones they already know, allowing them to cast at spell ranks higher than they are normally capable of.

**Limitations:** Lasts 5 minutes per mana level of the caster. A player may only have this spell cast on them once per quest/game.

#### **Armor Break**

**Rank:** C

**Type:** Magic

**Materials:** Magic Projectile

**Incantation:** Armor Break!

**Effect:** Destroys all of a player's armor.

#### **Magic Wall**

**Rank:** C

**Type:** Magic

**Materials:** Ofuda or Runes

**Incantation:** Magic Wall!

**Range:** Touch

**Effect:** Player may ignore the next spell that hits them.

**Limitations:** A player may only wear one magic wall at a time.

#### **Target Lock**

**Rank:** C

**Type:** Magic

**Materials:** Ofuda or Runes

**Incantation:** Target Lock!

**Range:** Touch

**Effect:** Player Ignores "Quick".

**Limitations:** Lasts one minute.

#### **Mind Break**

**Rank:** B

**Type:** Magic

**Materials:** Magic Projectile

**Incantation:** Mind Break!

**Effect:** Targets Mana rank is lowered by your mana rank.

#### **Resist Break**

**Rank:** B

**Type:** Magic

**Materials:** Magic Projectile

**Incantation:** Resist Break!

**Effect:** Targets Stamina rank is lowered by your mana rank.

#### **Quick Boost**

**Rank:** A

**Type:** Magic

**Materials:** Ofuda or Runes

**Incantation:** Shield!

**Range:** Touch

**Effect:** Player gains an additional usage of the *Quick* ability.

**Limitations:** This may be cast up to 2 times at once on a player.

### **WHITE MAGIC**

Healing magic works in the exact same way as Elemental magic but in reverse. Instead of taking hit points it restores them. Healing magic differs in that it is engulfing, this means that if it hits the player or any of their equipment; the player is the one that receives the life points. Not said player's sword, shield, or armor. Healing magic may also be done by touching a player's shoulder, instead of throwing a magical projectile.

#### **Heaven**

**Rank:** Varies

**Type:** Magic

**Materials:** White Magical Projectile

**Incantation:** Varies

**Effect:** Player takes Heaven damage based upon the casters spell rank.

**Notes:** This is cast the exact same way as Black Magic

#### **Heal**

**Rank:** E

**Type:** Magic

**Materials:** White Magical Projectile

**Incantation:** Heal!

**Effect:** Restores a small amount of hit points to one ally. Player regains one life point back per usage of the spell.

**Limitations:** There is a 5 second wait in-between uses.

**Notes:** This spell may be used as a touch spell.

#### **Esuna**

**Rank:** D

**Type:** Magic

**Incantation:** Heal!

**Range:** Touch

**Effect:** Calling upon pure energies, a halo of light encircles an ally and shrouds them with a soft, cleansing warmth. When the light disperses, every abnormal status effect will be cured. Removes any and all negative status effects.

#### **Regeneration**

**Rank:** C

**Type:** Magic

**Materials:** White Ofuda/Rune

**Incantation:** Regeneration

**Range:** Touch

**Effect:** Casting a greenish holy light over his allies, the White Mage gives his allies a slowly working healing spell, where they regain a little bit of their strength every few minutes. A player utilizing regeneration automatically recovers one hit point every minute.

#### **Resurrect**

**Rank:** B

**Type:** Magic

**Incantation:** Resurrect!

**Range:** Touch

**Effect:** Caster uses an ancient prayer to return the souls of the fallen, an ally is restored to bare minimum fighting capacity. A knocked out player is brought out of K.O. status with half their hit points.

#### **Aegis**

**Rank:** A

**Type:** Magic

**Materials:** White Ofuda

**Incantation:** Aegis!

**Range:** Touch

**Effect:** Player takes half damage from all forms of attack. If a player dies while under the effects of this spell, they are automatically resurrected with one hit point.

#### **All-Divide**

**Rank:** S

**Type:** Magic

**Materials:** None

**Incantation:** All divide!

**Range:** Field

**Effect:** Everything does half damage.

# PRODUCTION SKILLS

## ALCHEMY

When using alchemy it must be done before the game starts. To create the items listed here simply make a test with a runner or judge using the alchemy skill.

### Alchemic Bullet

**Rank:** B

**Type:** Class Skill

**Materials:** Gun

**Incantation:** Alchemic Bullet - "Chosen Element!"

**Range:** Strike (ammo)

**Effect:** The player creates a bullet that allows them to add there mana levels to their gun damage and assign an element of their choice to the bullets damage.

**Notes:** The incantation should be stated when the bullet is used in combat, not when it is created.

### Battlefield Medicine

**Rank:** Varies

**Type:** Production

**Materials:** As listed per each item

**Incantation:** "Items name"

**Effect:** User can create various potions and elixirs from plants, minerals, blood, etc. All items are listed as following.

E: Potion: restores one hit point.

D: Hi-Potion: restores 2 hit points

C: X-Potion: restores 3 hit points

D: Ether: restores 1 usage of an E or D ranked spell/ability

A: Hi-Ether: restores 1 usage of an A or B ranked spell/ability

S: Elixir: restores all lost hit points, and spells/abilities

E: Antidote: Neutralizes and cures all poisons

E: Eye Drops: negates, any for of darkness, or blindness

C: Echo Grass: negates effects that disallow usage of spells/abilities

B: Maidens Kiss: negates any for of shape changing ability

D: Soft: negates petrify

A: Holy Water: reverses transformations such as undead, vampires, etc.

A: Remedy: negates any and all status effects

B: Phoenix down: revives a character from being knocked out.

**Limitations:** This ability must be used before the game starts.

### Chemical Grenade

**Rank:** D

**Type:** Production

**Materials:** Projectile

**Range:** Short

**Effect:** The Chemist mixes two volatile chemicals together, tossing them at an enemy to create an explosion, causing damage equal to there alchemy skill.

**Limitations:** This item must be created before game has started.

### Pheromone Mix

**Rank:** C

**Type:** Production

**Materials:** Projectile

**Range:** Short

**Effect:** The Chemist douses him/herself in a strong pheromone, attracting those of the opposite sex. Players of the opposite sex will not attack the character.

**Limitations:** This item must be created before game has started. Lasts 5 minutes

### Dragonblood Concoction

**Rank:** B

**Type:** Production

**Materials:** Projectile

**Effect:** The Chemist slurps down a potion of Dragon's Blood, speeding up adrenaline and heightening physical prowess. This potion will raise the players strength by 2 and grant them 2 uses of *quick*.

**Limitations:** This item must be created before game has started. Only one concoction may be drank per quest/game.

## SPECIALIZED AMMO

### Poison Ammo

**Rank:** E

**Type:** Production

**Element:** Death

**Materials:** Black Ofuda, or Rune

**Incantation:** Poison "Ammo"!

**Range:** Strike (ammo)

**Effect:** A player may fire ammunition that contains poison.

**Limitations:** must be created before the quest/game starts

### Stun Ammo

**Rank:** E

**Type:** Production

**Element:** Lightning

**Materials:** Ranged Weapon

**Incantation:** Stun "Ammo"!

**Range:** Strike (ammo)

**Effect:** Fire electrically charged ammo that causes the negative status: stun. This ammo does only one damage.

**Limitations:** must be created before the quest/game starts

### Dark Flash

**Rank:** D

**Type:** Weapon Skill

**Element:** Shadow

**Materials:** Bow

**Incantation:** Dark Flash!

**Range:** Strike (ammo)

**Effect:** Strikes fear into the heart of enemies. Causes Generic shadow effect.

**Limitations:** Is not considered Shadow. A player may only carry one Dark Flash arrow at a time.

**Notes:** Notes

### Repair

**Rank:** D

**Type:** Class Skill

**Materials:** Ranged Weapon

**Incantation:** -

**Range:** -

**Effect:** This character knows more than just how to shoot ranged weapons, they can fix them too. This skill allows the user to repair a broken gun, or bow.

**Limitations:** Usable once per game

**Notes:** This is a constant effect.

### Accuracy

**Rank:** C

**Type:** Production

**Materials:** Ranged Weapon

**Incantation:** -

**Range:** Strike (Ammo)

**Effect:** Ammo fired from one's own ranged weapon deal one additional point of damage.

**Limitations:** -



**Notes:** This is a constant effect.

### **Element Shot**

**Rank:** C

**Type:** Production

**Element:** Varies

**Materials:** Ofuda of the proper color.

**Incantation:** “Chosen Element” Shot!

**Range:** Strike (Ammo)

**Effect:** Users ammo is charged with a chosen element.

**Limitations:** -

**Notes:** -

### **Arcane Projectile**

**Rank:** A

**Type:** Production

**Incantation:** Arcane Projectile! - (spell incantation)

**Range:** Strike (Ammo)

**Effect:** The user of this skill may deliver a spell via ammo by stating the incantation for the spell after the incantation of this skill.

**Limitations:** This skill can only be used on spells that use a magical projectile. The user of this skill must also have any spells used with this ability actively equipped to a slot.

**Notes:** -

### **Arcane Ammo**

**Rank:** S

**Type:** Production

**Incantation:** Arcane “Ammo”! - (spell incantation)

**Range:** Strike (Ammo)

**Effect:** The user of this skill may store a spell in a projectile. It is activated by stating the incantation for the spell after the incantation of this skill.

**Limitations:** This skill can only be used on spells that use a magical projectile.

### **Empyrean Ammo**

**Rank:** S

**Type:** Production

**Materials:** -

**Incantation:** Empyrean “Ammo”!

**Range:** Strike (Ammo)

**Effect:** By imparting a fragment of your soul into the ammunition, you may create a magical arrow that adds your mana to your bow, or guns damage.

**Limitations:** User may only carry one Empyrean Arrow on them at all times

## **SPECIALTY**

### **DARK SWORD**

#### **Dark wave**

**Rank:** E

**Type:** Specialty

**Element:** Shadow

**Materials:** Knight Sword

**Incantation:** Dark wave!

**Range:** Mid

**Effect:** User expends half of their hit points (round down) to deal double their normal attack damage to a 10 ft radius.

**Limitations:** Must have at least 2 hit points to use this skill.

#### **Last Resort**

**Rank:** D

**Type:** Specialty

**Element:** Shadow

**Materials:** Knight Sword—Black Ofuda

**Range:** Self

**Effect:** As per “Fury”.

### **Soul Eater**

**Rank:** C

**Type:** Class Skill

**Element:** Shadow

**Materials:** Knight Sword—Black Ofuda

**Incantation:** Soul eater!

**Range:** Self

**Effect:** Similar to Desperation the user may exchange one hit point for one strength point. At any time the user may lower their strength to raise their life points back up.

**Limitations:** When raising life points the user may only spend the same amount that was spent to activate this ability.

### **Sanguine Weapon**

**Rank:** B

**Type:** Class Skill

**Element:** Shadow

**Materials:** Knight Sword—Black Ofuda

**Incantation:** Sanguine “Name of Weapon”!

**Range:** Self

**Effect:** User Gains one L.P. each time they successfully inflict damage on another players life points.

### **Arcane Circle**

**Rank:** A

**Type:** Class Skill

**Element:** Shadow

**Materials:** Knight Sword, Black Ofuda

**Incantation:** Arcane Circle!

**Range:** Mid

**Effect:** Lay out enough Ofuda to denote a circle with a radius of 10 ft. Anyone standing in the Circle has their mana doubled. Upon leaving the circle though, your mana is halved (Round up) for 5 minutes.

**Limitations:** Must have at least 3 Mana to use this skill.

**Notes:** A Judge, or Game Runner may set the Ofuda for you.

### **Blackened Sky**

**Rank:** S

**Type:** Class Skill

**Element:** Shadow

**Materials:** Knight Sword, Magic Projectiles.

**Incantation:** Blackened Sky!

**Effect:** Throw a number of black Magic Projectiles equal to your mana multiplied by your stamina into the air. Anyone hit by the projectiles takes damage equal to your mana.

**Limitations:** Must have at least 4 mana to use this skill

**Notes:** Head shots count on this one, don't be a wuss.

## **CHIVALRIC CODE**

### **Honor Strike**

**Rank:** E

**Type:** Battle Skill

**Materials:** Knight Sword

**Incantation:** Honor Strike!

**Range:** Strike

**Effect:** The Knight strikes directly at the enemy, crashing through their guard to seek out the enemy's body for a damaging attack. The Knight may ignore a players usage of quick with this attack by cutting there damage in half.

**Limitations:** Must be a frontal attack.

use magic, or move faster than a steady walk.

### **Intimidating Slash**

**Rank:** D

**Type:** Battle Skill

**Materials:** Knight Sword

**Incantation:** Intimidating Slash!

**Range:** Strike

**Effect:** The Knight uses a display of motion that is good for intimidating effects. This attack does half damage but stuns the opponent for 5 seconds on a successful strike.

### **Crushing Slash**

**Rank:** C

**Type:** Battle Skill

**Materials:** Knight Sword

**Incantation:** Crushing Slash!

**Range:** Strike

**Effect:** Knight uses more strength in his attack, but loses some focus in the swing. Does double damage (Strength + weapon damage) on a successful hit, but cannot combine this with any other bonuses.

### **Obliterate**

**Rank:** B

**Type:** Battle Skill

**Materials:** Knight Sword

**Incantation:** Obliterate "Object"!

**Range:** Strike

**Effect:** Knight uses his weapon to smash an opponent's equipment. This effect is similar to break but hits much harder. The user must call out the piece of equipment he intends to destroy, and the attack must connect to that piece of equipment.

**Notes:** If the intended object is missed, but the opponent is struck, they are affected as per Crushing Slash.

### **Blade Dance**

**Rank:** B

**Type:** Battle Skill

**Materials:** Knight Sword

**Incantation:** Blade Dance!

**Range:** Self

**Effect:** Knight uses a deadly appearing trance-like dance that makes the target unprepared for his own next strike. Opponents cannot use quick against you.

**Limitations:** Last as long as the player is "dancing".

**Notes:** user must actually do some sort of flashiness with their sword.

### **Ancestral Blade**

**Rank:** A

**Type:** Battle Skill

**Materials:** Knight Sword

**Incantation:** Ancestral Blade!

**Range:** Strike

**Effect:** Invoking their ancestors, Knights find strength in past glories, and attempt to relive such glorious actions, as they gather strength. Heals the user by half their total LP, and adds 3 to their strength for five minutes.

### **Full Defense**

**Rank:** S

**Type:** Class Skill

**Materials:** Knight Sword

**Incantation:** Full Defense!

**Range:** Strike

**Effect:** Knight focuses completely on avoiding damage by using his armor to deflect the hits. Physical damage is reduced by 50%. Cannot





## ADJUDICATE

The upholders of law, judges are a special class of fighters with extraordinary abilities. Sworn to uphold the law, the nobles of the land have granted Judges special privileges, and powers granted to few individuals. Must have the consent of 75% of the players, and the runners, and have a solid grasp of the rules.

### Bind

**Rank:** E

**Type:** Class Skill

**Element:** none

**Materials:** Judge Sword

**Incantation:** Bind!

**Range:** Strike

**Effect:** Target if struck, can not move, cast magic, use abilities, etc. only talk.

**Limitations:** Lasts for 5 minutes or until the Judge frees the target.

### Neutralize Magic

**Rank:** C

**Type:** Class Skill

**Element:** none

**Materials:** Judge Sword

**Incantation:** Neutralize Magic!

**Range:** Self

**Effect:** The player using this skill does not take damage from, or receive negative effects from magic.

### Shishienjin Array

**Rank:** B

**Type:** Class Skill

**Element:** none

**Materials:** Judge Sword

**Incantation:** Shishienjin Array!

**Range:** Self

**Effect:** A co-operation, 4 person ability, it creates a large box shaped barrier used to surround people or battles. Anything that touches the barrier bursts into flame causing the person to become K.O.ed.

**Notes:** A Judge wanting to use this ability alone can always summon 4 NPC judges.

### Celestial Stasis

**Rank:** A

**Type:** Class Skill

**Element:** none

**Materials:** Judge Sword

**Incantation:** Celestial Stasis!

**Range:** Field

**Effect:** It afflicts enemies with temporal status effects Don't Move, Don't Act and Stop, and will affect all units on the field.

**Limitations:** Lasts for 5 minutes or until the Judge frees the targets.

**Notes:** Is considered time manipulation.

### Fuuin

**Rank:** S

**Type:** Class Skill

**Element:** none

**Materials:** Judge Sword

**Incantation:** Seal: "Whatever you are sealing"!

**Range:** strike

**Effect:** This allows the Judge to seal away anything on another player. The judge can seal anything from, one technique, to a certain element. The Judge can even seal someone's levels, and ranks. If something is sealed it cannot be used, unless the seal is broken.

### Limitations:

**Notes:** This is a last resort, and should be reserved for high points of drama, and problematic players.



## WEAPON SHOP

Weapons	Cost per Weapon	Exceptional Quality
Axes & Hammers	2 x Size	50 Zeni per
Clubs & Flails	Size	40 Zeni per
Bows & Crossbows	3 x Size	50 Zeni per
Fists & Claws	Size	40 Zeni per
Guns	4 x Size	100 Zeni per
Knives & Daggers	Size	40 Zeni per
Magical Weapons	8 x Size	200 Zeni per
Pole arms & Spears	5 x Size	60 Zeni per
Staves & Rods	Size	40 Zeni per
Swords	4 x Size	75 Zeni per
Shields	3 x Size	50 Zeni per
Whips	2 x Size	40 Zeni per

## ARMOR SHOP

Armor	Cost per Type	Exceptional Quality
Padded & Quilted	50 Zeni	100 Zeni per
Light Leather	100 Zeni	100 Zeni per
Medium Leather	200 Zeni	100 Zeni per
Heavy Leather	300 Zeni	100 Zeni per
Light Chainmail	250 Zeni	100 Zeni per
Standard Chainmail	250 Zeni	100 Zeni per
Heavy Chainmail	250 Zeni	100 Zeni per
Light Plate & Brig	300 Zeni	100 Zeni per
Half Plate & lamellar	400 Zeni	100 Zeni per
Full Plate	500 Zeni	100 Zeni per

## ITEM SHOP

Item	Cost per Item	Maximum per Game
Potion	10	
Hi-Potion	20	5
Ether	15	
Hi-Ether	30	5
Antidote	20	
Eye Drops	15	
Echo Grass	20	5
Maidens Kiss	30	5

## ITEMS CONTINUED

Item	Cost	Maximum per Game
Soft	20	5
Holy Water	50	3
Phoenix Down	100	4
Chemical Grenade	10 (per damage)	10

## MAGIC SCROLL SHOP

Magic Style	Cost per Rank	Maximum per Game
Arcane	200 Zeni	1
Black	100 Zeni	5
Blue	100 Zeni	4
Geo	150 Zeni	5
Rune	300 Zeni	2
Song	150 Zeni	2
Summon	400 Zeni	1
Support	100 Zeni	5
Time	200 Zeni	3
White	100 Zeni	10

## CARD SHOP

Magic Style	Cost per Rank	Maximum per Game
Arcane Magic	2000 Zeni	1
Black Magic	1000 Zeni	5
Blue Magic	1000 Zeni	4
Geo Magic	1500 Zeni	5
Rune Crafting	3000 Zeni	2
Song Magic	1500 Zeni	2
Summoning Magic	4000 Zeni	1
Support Magic	1000 Zeni	5
Time Magic	2000 Zeni	3
White Magic	1000 Zeni	10
Weapon Technique	1500 Zeni	5
Support Ability	2000 Zeni	3
Production Skill	1000 Zeni	2



# MIKIA

精神の世界  
WORLD OF SPIRITS

