- New major remort paladin skill: decree of guilt.

- Whim has opened and will maintain the Sixth Sense, a development blog for Nodeka at:

  nodeka.blogspot.com

  You will find various updates at the Sixth Sense regarding upcoming skills and areas, design issues, hot player topics and more. Comments are enabled and discussion is welcomed; as time passes we will try to mold the Sixth Sense into a useful conduit between the players and the developers of Nodeka.

Decree of guilt:

Usage: decree of guilt

Decree of Guilt is a minor judgement prevention ability. Its prevention time is fairly short, and can be further reduced through additional mastery in this skill beyond 100%.

In its role as servant and protector, the Paladin must walk a more difficult path than most. Any action taken by those bound to the fentian order must be carefully weighed; a paladin is always sure of his or her actions, allowing them a force of purpose which few others can achieve.

Some cases are difficult, and sometimes the righteous decision is unclear. At other times, however, the situation is more clear-cut, and the paladin's duty is obvious. Decree of Guilt comes into its greatest usage in a situation of the latter category - when facing a force intent on harming the paladin or those under his or her charge.

Decree of Guilt is a wide, crushing swing, capable of smiting up to three targets in one sweep. Unlike most other multiple-target attacks, however, Decree of Guilt will ONLY strike enemies which are actively attacking the paladin or his or her groupmates - obvious enemies of the righteous.

In addition, Decree of Guilt invigorates the paladin with great determination, knowing that his or her actions are faultless and true. This decree imbues the paladin with a bonus to +damage for a short period of time; the bonus is directly related to the number of enemies struck by the attack. A fully successful smite (hitting three separate enemies) can provide a powerful benefit, indeed.

Straight +hit and +damage have a somewhat reduced effect on Decree of Guilt; its accuracy, damage, and +damage buff are all strongly related to wisdom. Strength also provides a lesser role in its damage. The prevention time and buff duration are unaffected by stats; Decree of Guilt deals physical damage.

Mastery of this skill beyond 100% contributes to its effectiveness in many ways (and is the only way to reduce its prevention). Finally, the power and divine conviction behind this attack is such that it can neither be parried nor evaded.