

Nodeka Skills "A"

Written by Odinn

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Acute might:

Usage: automatic

The last stage in physical might. One who possesses acute might supercedes all others in basic damage bonuses. Due to this, acute might is restricted to only the most physically powerful of all warriors: the barbarian.

It has been rumored that this ability improves in power for those who exceed 100% ability mastery.

Alluring grace:

Usage: alluring grace target

Usage: alluring grace (when already in battle - targets opponent)

Alluring grace is an extension of beguilement - with more speed and less recovery time needed. This skill attempts to beguile an opponent in an extremely hasted way, much faster than the normal timely process of beguile under normal circumstances. Because this haste is draining, it can only be performed with pauses in-between uses.

The recovery time before using another grace is based on the user's constitution. The effectiveness of alluring grace is based on the requirements of beguile.

Ambush:

Usage: ambush (when already ambushing to exit ambush)

Those learned in the skill of ambush will be able to lurk in the shadows, waiting for a stealthy attack against unsuspecting opponents. The target, be it a mob or a player, can be set by typing 'ambush target'. As this skill requires stealth to be performed effectively, the amount of damage inflicted will depend on how unsuspecting and unprepared the victim is when you ambush them. High dexterity, agility and speed make for the most devastating types of ambush.

Annulment stance:

Usage: annulment stance

Based on the premise of mind over matter, monks have developed the skill of the annulment stance. This skill is available to only the eldest of the monk circle due to the complexity of the stance and rigor of mental training involved in mastering the stance. Drawing upon their strength of mind the monk is able to ignore pain and literally shrug off damage. The greater the

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willpower of the user, the more damage the monk should be able to absorb without impact while employing this stance. As this stance is more benign in nature than other stances at the disposal of the monk, its duration is significantly longer. However, due to the immense focus of the mind required, this stance also requires a greater rest period before any stance can again be attempted. As the constitution of the user improves, so too does the duration of this stance.

Archers competence:

The accurate eye. When one undergoes the power of Archers Competence, two major affects take place. First, the recipient receives improvements in their natural dexterity, which is greatly dependant upon the level of willpower one has attained prior to calling this power. Second, the natural ability to hit improves, which is again, directly related to the willpower of the caller. This skill is often used by the Valkyries but some Thieves have been known to master its ability as well. Archers Competence is a great source of power for those in need of additional dexterity or overall accuracy.

Acutus Videre:

Usage: automatic

The accurate eye, acutus videre works directly with hunt. This skill will reap no benefits until fully mastered, and can only be improved through the consistent use of hunt. Acutus Videre offers precision in hunt, and if understood correctly, will offer much more than what one might initially consider.

Art of imbalance:

This art grants the skill-bearer the understanding of how to offset balance. By combining this skill with other skills, it has been rumored that one can dislodge a target's sense of equilibrium, even when circumstances argue against that possibility. Through this dislodging, many an affect has been rumored to take place.

As this skill is automatic, little is known about its primal affects. Only the skill-bearers, themselves, fully understand the art of imbalance.

Note: this skill is automatic, mastery and use of art of imbalance requires no user input with the exception of using a skill which taps into its power.

Aulora's Gambit:

Usage : aulora's gambit

The history of this skill begins with a story, a story from eons ago when Gedaon was young and the other continents had not yet been discovered. At that time, there were two powerful mortals who constantly competed with each other for prime hunting grounds. One was a shadow rogue who's name has been lost in time. The other was a female thunderer named Aulora.

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Ages ago, the powerful thunderer found herself lost in a raging storm. Confused and distraught, the tired warrior saw enemies in every shadow. A throwing dagger pierced her left leg, then the other. Pain swept up her body and she let out an agonizing cry. The thunderer then closed her eyes and let her ears guide her. Suddenly all of her surroundings became clear, and the enemy was easily located. The shadow rogue was forced to flee, no longer was he safe in the shadows.

This unveiling of shadows is known as Aulora's Gambit. It is used to find forms by hearing them, rather than seeing them. Balanced warriors who have trained their minds will find it easier to notice sounds. Those warriors with higher constitutions will find they are able to sustain Aulora's gambit for longer periods of time.

Antei of formation:

Usage: antei of formation target

Usage: antei of formation (when already in battle - targets opponent)

"When form is perfected, movements of impossibility become possible."

- Scrolls of the Red Shadow Guild

Ninjas have long mastered control of their entire bodies. Antei of formation keys in solely on the offensive capabilities of that mastery. Users of this extremely powerful antei gain temporary offensive enhancements up to what the ninja, without any restrictions, is capable of. Antei of formation is the unclouding of the mist, dissolving of the fog, allowing the ninja to perform optimally.

This formation is keyed on the ninja's wisdom of the martial arts. The temporary mastered is based on the ninja's physical will.

Ashi barai kick:

Usage: ashi barai kick target

Usage: ashi barai kick (when already in battle, this ability will automatically target your opponent if no target is supplied)

Ashi barai kick is an intermediate kick. It offers one known advantage over other kicks: it cannot be parried. Ashi barai kick, also known as "the sweeping kick" does moderate damage and its effectiveness is based on the user's level, strength and dexterity.

Ashi barai kick has a relatively short prevention period. Intermediate kicks can be used again after ashi barai's prevention has worn off.