

MAKAI

The Live Action Anime Roleplaying Game.



WELCOME TO MAKAI,

the anime live action role-playing game.

WHAT IS MAKIA?

MAKAI is a LARP, witch stands for live action role-playing game. Unlike other LARP's MAKAI uses foam weapons, or boffer weapons, instead of rock, paper, scissors, or cards. MAKAI is also based off of anime, to be specific, MAKAI is based off of Disgaea: Hour of Darkness, and Disgaea 2: Cursed Memories. However, Further expansions will create the possibilities of using different animes, and video games.

HOW MUCH DOES IT COST TO PLAY?

Nothing! Well...sort of. The *books* for this game are free, but making weapons and costumes will cost you some money. Never pay for these books. If you paid for this book, you have been ripped off.

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GETTING STARTED

THE BASICS

The first thing you have to do is think up a character, 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.

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.



CLANS

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.

HOME WORLD

When creating your character one of the first things you should do is pick your home world. Your home world determines what classes you can start off as, what abilities you can purchase, and in some cases, what weapons you can use. Later on you may of course travel to other home worlds and learn new abilities. This book's home worlds are listed as follows.

The Netherworld: A world full of demons, and overlords. Not all characters start here, but if you run out of lives, this is where you end up. Any player choosing the Netherworld as their home world area actually demonic souls placed in a human body. This mix of human and Demon doesn't necessarily make them evil, just...jerks. Players from the Netherworld must pick a class from this book, and cannot learn abilities, magic, skills, weapons, etc. from outside this book unless they travel to another home world.

Earth: Although a slightly more futuristic version of

the earth we know, It's still pretty much the same. Players may also call Earth their home world. Players from Earth are for the most part regular humans but, they seem to be stronger than the average human, and tend to act in all different manners. Players from Earth must pick a class from this book, and cannot learn abilities, magic, skills, weapons, etc. from outside this book unless they travel to another home world.

Celestia: The land of Angels, and counter part to the Netherworld. Angels are...you guessed it! Angelic souls in a human body. This mix tends to make the player lean more towards the good side of things. Celestians and Nethers don't always get along, but it's not unheard of to see them teaming up for periods of time. Players from Celestia must pick a class from this book, and cannot learn abilities, magic, skills, weapons, etc. from outside this book unless they travel to another home world.

LIVES

One of the key features of MAKAI is lives. Characters get so many lives per quest/battle game. The Standard starting amount of lives is 5. Each time a character is knocked down to 0 Life points, they are Knocked out and lose a life. When you are out of lives, you are out of the game. (note: some battle games can change the amount of lives a character has for the purposes of the battle game.)

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, and the highest number you may obtain in any given stat is 5.

STRENGTH

This determines how strong a character is. Certain circumstances may come up in the game where 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. For every three points of strength you have you may deal one extra damage in melee combat.

STAMINA

Stamina represents how much damage one's character can succumb to before being knocked out. For every three points of Stamina a character has, they gain an additional Life point.

GETTING STARTED

MANA

Mana determines how much mystical energy 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 point of Mana you have you may purchase spells with an equal rank. 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 level equal to your new mana. i.e. If you have purchased mana level 2 you gain a Rank D spell for free.

CLASSES

When first creating a character, you must choose a class. Demons, and angels in humanoid form. These classes can use any of the nine weapon types, although the speed at which they learn depends on weapon proficiency ranks. Warriors, archers, mages, and thieves are some available classes.

Class The general name of the class

Availability: Some classes are not available at starting character creation. Any prerequisites to play the class will be listed here. As a side note, some classes have a low enough prerequisite that you could attempt to start as said class; if you spend your points wisely.

Special: These are special abilities available only to this class.

Limit: Some classes also have a penalty of sorts. This will be listed here.

Ranks: Ranks are listed from E, to S. The name of the class changes as ranks progress, mostly to aid with role-play. Any special abilities, or class specific abilities will be listed here. Bonuses to weapon ranks are also listed here. If a Class has an ability listed as learned at a certain level, they may purchase that ability at one point less.

Weapons: Different classes are good with different weapons. Weapons are also listed from ranks E to S. This determines what levels of skills that class may purchase. i.e. If a class has Fists listed as D ranked, they may only buy up to D ranks fist skills.

RANKS

Ranks determine how much a character can learn. All Ranks are listed as E through S. These ranks are used for class levels, magic, skills, and other abilities. All characters start at rank E. Every time a player spends 25 experience points on there character they automatically go up one rank.

WEAPONS

Starting Characters have different ranks in weapon

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

TECHNIQUES

On top of magic characters can also learn techniques. These abilities are more martial in nature than magic, and are also weapon based. Every Technique has it's own experience point cost, some also have strength and stamina prerequisites.

SPECIALS

These unique abilities that further define a class.

These abilities will let you purchase magic for less, or do extra damage when your L.P. Are low. All classes have at least one special ability.

FREE POINTS

Every character gets one free point. This point may be used to purchase anything except Special abilities from classes. Free points also wave the cost of whatever your buying, so if your buying a weapon skill, you may choose to spend the free point on it giving you the usage of the weapon at no cost.

LIMITS

Almost every class has some sort of limit on it. This reflects the areas of study that a class might be lacking in.

STARTING POINTS

Every character starts with the same amount of points, these points can be used however you wish to develop your character, as long as you stay within the limits of your points of course.

Starting point totals are as follows

Lives: 5

Stats: 3

Magic: *

Weapon Skills: *

Free: 1

* The Class you pick determines how many magic spells, or weapon skills you may purchase. Classes listed as casters get 5 magic, and 2 weapon skill points. Fighter classes get 2 magic, and 5 weapon skill

Getting Started

points. Classes listed as both get 5 magic, and 5 weapon skill points.

EXAMPLE CHARACTER

Name: Boon

Home World: Netherworld

Clan: (none)

Rank: E

Class: Thief

Special: Thieves can steal items from other players

Limit: Cannot raise strength stat above 3. Max Armor:

2, Max Shield: Small

Lives: 5

Life Points: 3

Stats:

Strength: 1

Stamina: 2

Mana: 1

Weapons:

Fist: C

Sword: C

Spear: D

Bow: C

Gun: C

Axe: E

Staff: D

Magic:

Shield-E

Shadow-D

Weapon Techniques

Triple Strike-E

Tiger Charge-D

Class Skills

Health-E

Free: 1 Stamina point



RULES OF COMBAT

WHERE COMBAT TAKES PLACE

Events

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

1) Special 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

Life Points: Each player starts with 3 Life Points, or LP. Anytime a player is hit they lose a life point. If at any time a player's Life Points are reduced to zero they are considered Knocked out, and cannot participate in combat until healed, revived, or the allotted time frame has passed.

Limping: When a player is down to their 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.

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 of 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 Tamashi's 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 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. Their 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. Maelstrom's shot then connects with Jaggon's arm and Jaggon thusly loses 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

RULES OF COMBAT

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, it probably was. Always endeavor to have unquestionable honor in the area of calling your own shots. Your peers will respect you and return the favor.
- 15) Do not call another person's shots unless you are a Judge. It is rude and considered in poor form. If you consistently have problems with a player not taking their shots, inform a reeve who will deal with them appropriately.
- 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 hits and stops or deflects at an angle. That said, there are occasionally shots that partially meet these requirements but are not valid. 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 you should never attempt to use these rules to cheat your way out of a valid strike. Also remember, that in all situations the reeve's call is final.

'Wiggling' – A shot (normally a stab) that misses its initial target, but is then jerked back and forth weakly in order to hit your opponent.

'Draw Cuts' – A shot that slides along your opponent with little force exerted towards your opponent. This normally happens on a missed stab. Note that a shot that hits your opponent legitimately, and then turns into a draw cut will still wound or kill the opponent as per the initial blow.

COMBAT AND ARMOR

Armor is rated on its ability to stop blows. The rating ranges from 1 to 5 points, though some monsters can have more. 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.

Armor, can be worn, or purchased with In game money. Anyone who actually wears armor receives said armor for free, and is usually worth more points. When armor is purchased in the store you will be issued an Item card detailing what kind of armor it is, and how many points it is worth.

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

Battle game Restrictions:

- 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.

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8 CHARACTER CLASSES



ARCHER

Availability: Must Know a Rank D Bow skill

Special: May purchase bow skills for one less.

Limit: Max armor: 3 Max shield: small

Type: Fighter

Ranks:

E: Archer

D: Hunter- Learns 1 bow skill of choice of equal or lesser rank to the player.

C: Shooter +1 Ranks to Staff

B: Bow Master +1 Ranks to Spear, and Gun

A: Cupid +1 Ranks to Staff - Learns 1 bow skill of choice of equal or lesser rank to the player.

S: Freischutz +1 Ranks to Bow

Weapons:

E: Axe

D: Fist, Sword, Staff

C: Spear, Gun

B:

A: Bow

S:

BEAST MASTER

Availability: Must Capture a monster

Special: Any allied monsters that stand next to a Beast master will get an increase in one stat of the monsters choice.

Limit: Max armor: 2 Max Shield: small

Type: Fighter

Ranks:

E: Beast Tamer

D: Beast Chief - Learns Wild Groom

C: Beast Lord +1 Ranks in Sword, Spear, Bow, Axe

B: Beast Queen - Learns Domination

A: Beast Master +1 Ranks in Gun

S: Beast Saber +1 Ranks in Fist, Sword, Spear, Bow, Axe

Weapons:

E: Gun

D: Staff

C: Fist

B: Sword, Spear, Bow, Axe

A:

S:



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9 CHARACTER CLASSES

CELESTIAL HOST



Availability: Must know a C ranked sword, spear, and bow skill, 3 elemental spells, and 2 healing spells.

Special: May purchase elemental and healing magic for 1 point less

Limit: Starts each life as 'Beneficient' Max shield: Medium

Type: Fighter - Caster

Ranks:

E: Angel

D: Angel Cadet +1 Ranks in Fist

C: Angel Soldier - Learns Fire: C

B: Crusader - Learns Resurrect

A: Avenger

S: Paladin +1 Ranks in Sword, Spear, and Bow- Learns Fire: S

Weapons:

E: Gun

D: Fist

C:

B: Axe

A: Sword, Spear, Bow

S:

CHAOS SOLDIER

Availability: Complete an S Ranked Quest or Mission

Special: Stats double if all of your other team mates are dead.

Limit: -

Type: Fighter - Caster

Ranks:

E: Chaos Soldier

D: Death Avenger

C: Violator

B: Last Battallion +1 Ranks in Fist, Sword, Spear, Bow Gun, Axe, Staff

A: God Army

S: Omega Sentinel

Weapons:

E:

D:

C:

B:

A: Fist, Sword, Spear, Bow Gun, Axe, Staff

S:



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10 CHARACTER CLASSES



WISEMAN

Availability: Must have battled on 5 different types of terrain.

Special: If standing on a terrain, the Wiseman chooses weather or not they are affected.

Limit: Max armor: 3, Max Shield: Medium

Type: Caster

Ranks:

E: Druid - Learns Geo Change

D: Mystic +1 ranks in fist, gun, and axe

C: Sage - Learns Geo Blast

B: Hermit +1 ranks to fist, and Staff - Learns Geo Warp

A: Prophet +1 ranks to sword, spear, and bow

S: Geomaster +1 Ranks in Staff

Weapons:

E: Bow, Gun, axe

D: Sword, Spear

C: Fist

B: Staff

A:

S:

GUNNER

Availability: Must know a rank D gun skill.

Special: Gunners deal an additional damage with guns when attacking an opponent who is already engaged in combat.

Limit: Cannot use weapons with the two handed trait unless it is a gun. Max armor: 2, Max Shield: Dual

Type: Fighter

Ranks:

E: Gunner

D: Sniper - Max Shield: Medium

C: Outlaw +1 Ranks in sword, spear, axe, and staff

B: Hitman +1 Ranks in bow

A: Sweeper - Learns spell Target Lock

S: Desperado +1 ranks in fist, and gun

Weapons:

E: Sword, Spear, Axe, Staff

D:

C: Fist, Bow

B:

A: Gun

S:



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II CHARACTER CLASSES

MARTIAL ARTIST



Availability: Starting

Special: Martial artists may buy life points for 1 point less.

Limit: Martial Artists must purchase magic at one rank lower than there mana. Max Shield: Dual

Type: Fighter

Ranks:

E: Brawler

D: Pugilist: +1 Ranks to Spear and Axe

C: Fighter: +1 Ranks to Sword

B: Black Belt - Learns Braveheart

A: Wushu Master +1 Ranks in Sword

S: Eternal Fist: +1 Ranks to Fist

Weapons:

E: Bow, Gun, Axe,

D: Spear

C: Sword, Staff

B:

A: Fist

S:

CLERIC

Availability: Starting

Special: Clerics may purchase healing magic for one less.

Limit: Elemental Magic costs one more for Clerics Max armor: 3, Max Shield: Medium

Type: Caster

Ranks:

E: Healer - Learns Heal: D

D: Acolyte +1 Ranks in Fist, Sword, and, Gun,

C: Priest +1 Ranks in Spear, and Bow

B: Bishop +1 Ranks in Axe, and Staff - Learns Resurrect

A: Cardinal +1 Ranks in Sword, Spear, and Bow

S: Saint +1 Ranks in , Staff

Weapons:

E:

D: Fist, Gun, Axe

C: Sword, Spear, Staff

B:

A:

S:



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12 CHARACTER CLASSES

HEAVY KNIGHT

Availability: Must Know a Rank E spear skill

Special: Gains +1 armor when down to last L.P.

Limit: Staff skills cost one more for Heavy Knights.

Type: Fighter

Ranks:

E: Heavy Knight

D: Iron Knight +1 Ranks in Spear

C: Steel Knight +1 Ranks in Sword, and Axe

B: Mythril Knight Learns 1 spear skill of choice of equal or lesser rank to the player.

A: Adamant Knight +1 Ranks in Fist, Sword, and Axe

S: Aegis Knight +1 Ranks in Spear - Learns Shield

Weapons:

E: Bow, Gun, Staff

D: Fist

C: Sword, Axe

B: Spear

A:

S:



MAGIC KNIGHT

Availability: Must know a rank E sword skill and 2 spells.

Special: Magic Knights deal one extra damage with Elemental abilities.

Limit: Max armor: 3 Max Shield: Medium

Type: Fighter - Caster

Ranks:

E: Magic Knight

D: Dark Knight +1 Ranks in Sword, and Gun

C: Rune Knight +1 Ranks in Staff - Learns Element Charge

B: Elder Knight +1 Ranks in Spear, Bow, and Axe

A: Force Knight +1 Ranks in Sword - Learns Anti-Element

S: Space Knight +1 Ranks in Staff

Weapons:

E:

D: Fist, Gun

C: Spear, Bow, Axe

B: Sword, Staff

A:

S:



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B CHARACTER CLASSES

NINJA/ KUNOICHI

Availability: Must know a rank D fist skill and a either a rank D sword skill or 2 spells.

Special: Gains a free "Speed" when down to last L.P, or, may perform an attack at double damage when down to last L.P. (choose one!)

Limit: Max Armor: 3, Max Shield: Small

Type: Fighter or Caster (choose one)

Ranks:

E: Genin

E: Hanakage

D: Chuunin - Learns Utsusemi

D: Yukikage - Learns Kagenui

C: Jounin +1 Ranks in Fist, Swprd, and Spear.

C: Hoshikage +1 Ranks in Fist, Sword, and Staff - Learns MinMinMin

B: Oniwaban - Learns Konoha Gakure

B: Tsukikage - Learns Shinikaze

A: Touryou +1 Ranks in Gun, Axe, and Staff

A: Sorakage +1 Ranks in Bow, and Axe - Learns Mafuujin

S: Shadow Master +1 Ranks in Fist, Sword, Spear, and Bow

S: Master Kunoichi +1 Ranks in Fist, Sword, Spear, and Staff - Learns Tougenkyo

Weapons:

E: Staff

E: Gun

D: Gun, Axe

D: Axe

C: Bow

C: Spear

B: Fist, Sword, Spear

B: Fist, Sword, Staff

A:

A:

S:

S:



RECRUITS

Availability: Must Know a Ranks C gun skill.

Special: Gun skills cost one less.

Limit: Cannot purchase higher than C ranked Magic

Type: Fighter

Ranks:

E: Soldier

D: Officer +1 Ranks in Bow

C: Cyborg - Learns Target Lock

B: Psi-Soldier +1 Ranks in Staff

A: Space Police +1 Ranks in Fist, and Axe - Learns

Slow

S: Space Marine +1 Ranks in Gun

Weapons:

E: Staff

D: Sword, Spear

C: Bow

B: Fist, Axe

A: Gun

S:



14 CHARACTER CLASSES

THIEF



Availability: Starting

Special: Thieves can steal items from other players.

Limit: Cannot raise strength stat above 3. Max Armor: 2, Max Shield: Small

Type: Fighter

Ranks:

E: Thief - Learns Health

D: Rogue +1 Ranks in Bow, and Gun - Learns Consciousness

C: Scout +1 ranks in spear - Learns Freedom

B: Bandit +1 Ranks in Fist, sword, bow and Gun

A: Trickster +1 Ranks in Staff

S: Master Thief - Learns Memory

Weapons:

E: Axe

D: Spear, Staff

C: Fist, Sword, Bow, Gun

B:

A:

S:

SAMURAI

Availability: Must know a ranked D sword skill.

Special: May purchase Sword Skills for one less.

Limit: Support magic costs one more for Samurai Max Shield: Dual

Type: Fighter

Ranks:

E: Ronin

D: Samurai +1 Ranks in Bow - Learns Armor Break (change range to strike)

C: Bujin +1 Ranks in Sword

B: Kengou +1 Ranks in Spear and Axe

A: Kensei +1 Ranks in Staff, and Bow

S: Sword Master +1 Ranks in Sword, Spear, and Axe

Weapons:

E: Bow, Staff

D: Fist, Bow

C: Spear, Axe

B: Sword

A:

S:



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15 CHARACTER CLASSES



SCOUTS

Availability: Must Have Battled on 3 different types of terrain.

Special: Immune to poison.

Limit: Max armor: 3, Max shield: Medium

Type: Fighter

Ranks:

E: Scout

D: Surveyor - Learns Geo Change

C: Ranger +1 Ranks to Staff

B: Strider +1 Ranks to Sword - Learns Dark Cannon

A: Geo Master +1 Ranks to Spear

S: Lord +1 Ranks to Gun

Weapons:

E:

D: Fist, Sword, Bow, Staff

C: Spear, Axe

B:

A: Gun

S:

SINNER

Availability: Get arrested by a Judge

Special: Any player who deals a killing blow to a sinner takes the same amount of damage. This may only be done on the sinners last life.

Limit: Healing magic costs one more for Sinners. Max Shield: Dual

Type: Fighter

Ranks:

E: Togabito

D: Yasha

C: Ashura

B: Rasetsu +1 ranks in Fist, and Axe

A: Bushin

S: Aragami +1 ranks in sword, and Spear

Weapons:

E: Staff

D: Bow, Gun

C: Sword, Spear, Axe

B:

A: Fist

S:



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16 CHARACTER CLASSES

SKULLS - MAGES



Availability: Starting

Special: May purchase spells of there element for one less than the normal cost. This cannot drop the price of a spell past one. May trade thier sword and spear ranks, for bow and gun ranks.

Limit: When a Skull/Mage increases there mana there free spell must be an elemental spell. The Element must be chosen at character creation. Max armor: 2, Max Shield: Small

Type: Caster

Ranks:

E: Skull/Mage

D: Skull/Mage - Learns Enfeeble or Armor Break

C: Skull/Mage - Learns Blind or Slow

B: Star Skull/Mage - Learns Mind Break or Resist Break

A: Prism Skull/Mage +1 Ranks in sword, and spear

S: Galaxy Skull/Mage +1 Ranks in Staff

Weapons:

E: Gun

D: Fist, Bow, Axe

C: Sword, Spear

B:

A: Staff

S:

WARRIOR - VALKYRIE

Availability: Starting

Special: +1 damage when at 1 L.P. May trade bow ranks for axe ranks at character creation.

Limit: Warriors cannot purchase mana until they are at least E ranked.

Type: Fighter

Ranks:

E: Fighter

D: Warrior +1 Ranks to sword, spear, and axe.

C: Destroyer +1 Ranks to fist - Learns Braveheart

B: Gladiator/Valkyrie +1 Ranks to Axe

A: Warlord/Minerva Lord +1 Ranks to sword, spear, and Gun

S: Battle Master /Vanadis +1 Ranks to Bow

Weapons:

E: Gun, Staff

D:

C: Fist, Bow

B: Sword, Spear, Axe

A:

S:



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CLASS SKILLS

Utsusemi

Rank: D

Type: Class Skill

Materials: Ofuda or Rune

Incantation: Utsusemi!

Range: self

Effect: User ignores the next attack taht hits them.

Limitations: Usable once per character rank.

Notes: Notes

Konoha Gakure

Rank: A

Type: Class Skill

Materials: None

Incantation: Konoha Gakure!

Range: 20 ft. radius

Effect: Does an amount of damage equal to the users mana rank.

Limitations: Usable once per character rank.

Notes: Notes

Kagenui

Rank: D

Type: Class Skill

Materials: Short Sword or smaller

Incantation: Kagenui!

Range: Strike

Effect: Causes Shock.

Limitations: Usable once per character rank. Is not considered Lightning

Notes: Notes

MinMinMin

Rank: E

Type: Class Skill

Materials: None

Incantation: MinMinMin!

Range: Strike

Effect: Causes Petrified.

Limitations: Usable once per character rank. Is not considered Earth.

Notes: Notes

Shinikaze

Rank: B

Type: Class Skill

Materials: Short Sword or smaller

Incantation: Shinikaze!

Range: Strike

Effect: Causes Poison.

Limitations: Usable once per character rank. Is not considered Nature.

Notes: Notes

Mafuujin

Rank: A

Type: Class Skill

Materials: Short Sword or smaller

Incantation: Mafuujin!

Range: Strike

Effect: Target cannot use magic or skills for 5 minutes.

Limitations: Usable once per character rank.

Notes: Notes

Tougenkyo

Rank: S

Type: Class Skill

Materials: Short Sword or smaller

Incantation: MinMinMin!

Range: Strike

Effect: This attack cannot be blocked. Target cannot use spells or abilities of any kind for 5 minutes.

Limitations: Usable once per character rank.

Notes: Notes

Geo Change

Rank: E

Type: Class Skill

Materials: Ofuda or Runes

Incantation: Geo Change!

Range: 5 ft. radius

Effect: User may change the terrain type to any type of there choosing.

Limitations: Usable once per character rank.

Notes: Notes

Geo Blast

Rank: C

Type: Class Skill

Materials: Ofuda or Runes

Incantation: Geo Change!

Range: 5 ft. radius

Effect: User may nullify a terrain type. Anyone in the area of effect takes one damage.

Limitations: Usable once per character rank.

Notes: Notes

Geo Warp

Rank: B

Type: Class Skill

Materials: None

Incantation: Geo Change!

Range: -

Effect: User may move from one spot to another. User is considered out of the game while in effect. User must go strait to destination, no stopping or detours.

Limitations: Usable once per character rank.

CLASS SKILLS

Notes: Notes

Steal

Rank: E

Type: Class Skill

Materials: Fist

Incantation: Steal!

Range: Strike.

Effect: User may choose any one piece of equipment that a player is using. The target no longer has said item and must acquire a new one. The user now has said item and can do whatever with it.

Limitations: Usable once per character rank. The player does not actually have to give you the item.

Notes: you may want to have some extra weapons with you.

Steal Health

Rank: E

Type: Class Skill

Materials: Fist

Incantation: Steal Health!

Range: Strike.

Effect: Transfers a Life point From the target to the user..

Limitations: Usable once per character rank.

Notes: Notes

Steal Consciousness

Rank: D

Type: Class Skill

Materials: Fist

Incantation: Steal Consciousness!

Range: Strike.

Effect: Attacks with special sleeping powder. This strike causes characters to fall asleep. This character is considered out of the game for 1 minute.

Limitations: Usable once per character rank.

Notes: Notes

Steal Freedom

Rank: C

Type: Class Skill

Materials: Fist

Incantation: Steal Freedom!

Range: Strike.

Effect: Attacks with special sleeping powder. This strike causes characters to fall asleep. This character is considered out of the game for 1 minute.

Limitations: Usable once per character rank.

Notes: Notes

Steal Memory

Rank: S

Type: Class Skill

Materials: Fist

Incantation: Steal Memory!

Range: Strike.

Effect: Target cannot use any skill or spell of the users 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.

Limitations: Usable once per character rank.

Notes: Notes

Wild Groom

Rank: E

Type: Class Skill

Materials: Weapon

Incantation: Wild Groom!

Range: Strike.

Effect: Increase a monsters stat by one point. User picks the stat.

Limitations: Usable once per character rank.

Notes: Notes

Domination

Rank: D

Type: Class Skill

Materials: Weapon

Incantation: Domination!

Range: Strike.

Effect: May only be used on monsters. Monster must fight for you for the remainder of this life

Limitations: Usable once per character rank.

Notes: Notes

"Element" Charge

Rank: C

Type: Class Skill

Materials: Sword - Ofuda or Runes

Incantation: "Element"!

Range: Self

Effect: Users weapons damage is considered to be an element of choice. The chosen element must be part of the incantation.

Limitations: Usable once per character rank.

Notes: Notes

Anti-"Element"

Rank: A

Type: Class Skill

Materials: Ofuda or Runes

Incantation: Anti-"Element"!

CLASS SKILLS

Range: Self

Effect: User takes no damage from any one element of choice. The chosen element must be part of the incantation.

Limitations: Usable once per character rank.

Notes: Notes

Dark Cannon

Rank: E

Type: Class Skill

Materials: Ofudo or Runes

Incantation: Dark Cannon!

Range: 10 ft Radius.

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 ring at a time.

Notes: Notes



神

WEAPON RULES

WEAPON BASICS

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

Cost: How many weapon points or experience it costs to learn this weapon

Abilities: Special 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.

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.

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 player's 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.

Power: Once per life this weapon may deal an additional 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.

Speed: 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.

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.

STARTING POINTS

When first building your character, you are granted 5 weapon points. These points may be used to purchase

various weapon skills from sword, to bows, to guns, you name it we probably have it in here.

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

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

Abilities: Pierce, Ranged (amma)

Damage Rating: 2

Size: up to 3ft.

Type: Medium

Abilities: Pierce, Ranged (arrows)

Damage Rating: 3

Size: up to 4 ft. (strung)

Type: Long

WEAPON RULES

Abilities: Pierce, Ranged (arrows)

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 powerfull 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: None

Damage Rating: 2

Size: up to 6 ft. Min 5ft.

FISTS

While not accually 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. Don't go around punching people.

Type: Fist

Abilities: None

Damage Rating: 1

Size: up to 1 ft.

Type: Knuckles

Abilities: Speed

Damage Rating: 1

Size: up to 2 ft.

Type: Gauntlets/Gloves

Abilities: Speed, Break

Damage Rating: 1

Size: up to 2 ft.

GUNS

In MAKAI all guns shoot some kind of foam amunition, We recomend 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, 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: up to 5 ft.

KNIVES

Small and stealthy, the most trusted weapon of assassins everywhere. Not to mention easy to use. For the purpose of purchasing and using weapon skills knives count as swords

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.

WEAPON RULES

POLEARMS AND SPEARS

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

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

Type: Pike
Abilities: Speed, 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: Speed
Damage Rating: 1
Size: up to 4 ft.

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

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

SWORDS

If you don't know what a sword is then you can't play.

Type: Short
Abilities: Speed
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, Speed
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.

SHIELDS

Well you can't actually hit people with your shield, but they are great for blocking other people's 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. Diameter (each)

Type: small
Abilities: -
Damage Rating: 1
Size: up to 1 ft. Diameter

Type: Medium
Abilities: -
Damage Rating: 1
Size: up to 15 in. Diameter

Type: Large
Abilities: -
Damage Rating: 2
Size: up to 18 in. Diameter

Type: Tower
Abilities: -
Damage Rating: 2
Size: up to 2 ft. Diameter

WEAPON RULES

WEAPON CREATION

Well it's about time. This is where we show you the rules for how to build safe but still fun weapons to use within the MAKAI system.

1. Weapons must be safe. If a Judge deems the weapon unsafe; then it's not safe. This of course means you can't use it.
2. The striking surface of a weapon should be 2.5 inches wide, by 1.5 inches wide minimum. We recommend pool noodle, and camp foam.
3. The non striking areas of a weapon must have at least 1/2 an inch of padding.
4. Throwing weapons must have a 1/2 inch of padding on their entire surface, minimum.
5. The core or shaft of the weapon can be made out of graphite, pvc pipe, bamboo, fiberglass, kitespar, or anything else deemed safe by a Judge.
6. You can never use wood, or metal. Ever.
7. Weapons must have a cloth cover. Tights make for good weapon covers so remember that.
8. Weapons cannot leave marks, or bruises.
9. Any additional frills on a weapon, such as cross guards, must have at least 1/2 an inch of padding.
10. Striking tips of weapons, must have at least 1 1/2 inches of foam on them.
11. A weapon must have a pommel. This is a piece of foam on the bottom of the handle that is at least 2 1/2 inches wide and has at least 1/2 an inch of foam on the end.

SWORD CONSTRUCTION TUTORIAL

(with pool noodle or Camp-pad foam):

1. Use a length of Fiberglass, Kite spar, PVC, or a golf shaft for the core. Remove all sharp edges and points from both ends of the core.
2. Cap both ends of the core with alternating layers of tape and foam until the cap is secure and decidedly dull. Cover the pommel with enough foam to ensure that it is at least 2.5 inches in diameter. Note that all pommels must meet this minimum size requirement regardless of your specific fighting style.
- 3 a. To make a flat blade, sandwich the core between several layers of camp-pad foam.
- b. To make a round blade, you can use a piece of Fun-noodle™ that has a factory hole in the center, and cut it to be the length of the blade. If your core moves back and forth within the hole, you can tape a long strip of camp pad foam to the shaft to reduce the noise

and prolong the life of the blade. Tape the base of the pool noodle to the shaft very well. Packing tape is recommended for strength and weight.

4. Tape several pieces of closed cell foam over the top of the sword with tape. You should have at least 3 layers of closed cell foam (1.5 inches) on your stabbing tip (possibly more for a two handed stabbing weapon, such as a spear).
5. For the cover, choose a light, durable fabric. Cut it to length plus three inches, and outside diameter plus one inch., or just use a pair of tights.
6. Fold the fabric across and sew the side and top.
7. Roll the cover like a stocking, and then roll it down the sword.
8. Secure the cover to the hilt with tape.

WEAPON SKILLS

Similar to Magic, these attacks are supernatural in nature. However these abilities are more martial in their learning.

AXES, HAMMERS, CLUBS, AND FLAILS

Boulder Crush

Rank: E

Type: Weapon Skill

Materials: Axe or Hammer

Incantation: Boulder Crush!

Range: Strike

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

Limitations: Limitations or Restrictions

Notes: Notes

Skull Splitter

Rank: D

Type: Weapon Skill

Materials: Axe or Hammer

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

Limitations: Limitations or Restrictions

Notes: Notes

Colossal Fissure

Rank: C

Type: Weapon Skill

Materials: Axe or Hammer

Incantation: (Jump in the air and strike the ground)

WEAPON RULES

with your weapon) Colossal Fissure!

Range: 10ft. Radius

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

Limitations: Limitations or Restrictions

Notes: Notes

Violent Storm

Rank: A

Type: Weapon Skill

Materials: Axe or Hammer

Incantation: Violent Storm!

Range: Strike

Effect: A violent furry of axe strikes. Target may only defend themselves for 10 seconds. Attack must connect with the target or thier shield.

Limitations: Limitations or Restrictions

Notes: Notes

Graviton Bomb

Rank: S

Type: Weapon Skill

Element: Fire

Materials: Axe or Hammer

Incantation: (Jump in the air and strike the ground) Graviton Bomb!

Range: 20ft radius

Effect: Creates a gigantic gravitational explosion. User hits everyone in range.

Limitations: Limitations or Restrictions

Notes: Notes

Calamity Drive

Rank: S

Type: Weapon Skill

Materials: Axe or Hammer

Incantation: Calamity Drive!

Range: Strike

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

Limitations: May only be doen once per quest/game.

Notes: Notes

BOWS

Poison Arrow

Rank: E

Type: Weapon Skill

Element: Nature

Materials: An arrow with a green arrow head.

Incantation: Poison Arrow!

Range: Strike (ammo)

Effect: Shoots an arrow with a poison tip.

Limitations: A player may only carry one poison arrow

at a time.

Notes: Notes

Dark Flash

Rank: E

Type: Weapon Skill

Element: Shadow

Materials: Bow

Incantation: Dark Flash!

Range: Strike (ammo)

Effect: Strikes fear into the heart of enemies. Causes Poison

Limitations: Is not considered Nature. A player may only carry one poison arrow at a time.

Notes: Notes

Delta Split

Rank: C

Type: Weapon Skill

Materials: Bow

Incantation: Delta Split!

Range: Strike (ammo)

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

Limitations: .

Notes: Notes

Sturmhimmel

Rank: D

Type: Weapon Skill

Element: Lightning

Materials: An arrow with a yellow arrow head.

Incantation: Sturmhimmel!

Range: Strike (ammo)

Effect: Shoots electricly charged arrows.

Limitations: .

Notes: Notes

Zielregen

Rank: C

Type: Weapon Skill

Element: Fire

Materials: Bow

Incantation: Zielregen!

Range: Strike (ammo)

Effect: Unleashes a rain of arrows. Target cannot use spells or abillities of anykind for 5 minutes.

Limitations: .

Notes: Notes

Doppelganger

Rank: S

Type: Weapon Skill

WEAPON RULES

Materials: Bow

Incantation: Doppelganger!

Range: Strike (ammo)

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

Limitations: May only be done once per quest/game.

Notes: Notes

FISTS

Triple Strike

Rank: E

Type: Weapon Skill

Materials: Fist

Incantation: Triple Strike!

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.

Limitations: .

Notes: Remember not to actually punch someone!

Tiger Charge

Rank: D

Type: Weapon Skill

Materials: Fist

Incantation: Tiger Charge!

Range: Strike

Effect: Modelled after a tiger falling upon its prey. This attack does an extra 2 damage.

Limitations: Useable once per Fist Rank.

Notes: Notes

Lions Roar

Rank: D

Type: Weapon Skill

Materials: Projectile

Incantation: Lions Roar!

Range: -

Effect: Martial artists' specialty move. User throws a charge of energy that does their regular damage plus one additional damage.

Limitations: User must wait 5 minutes between uses.

Notes: Notes

King of Beasts

Rank: A

Type: Weapon Skill

Materials: Fist

Incantation: King of Beasts!

Range: -

Effect: Blindingly fast aerial combo. Target may only defend themselves for 10 seconds. Attack must con-

nect with the target or their shield.

Limitations: .

Notes: Notes

Big Bang

Rank: A

Type: Weapon Skill

Element: Light

Materials: Fist

Incantation: Big Bang!

Range: -

Effect: Head on Collision with the sun. This attack cannot be blocked. All of targets equipment is destroyed and they are left with 3 L.P.

Limitations: Useable only once per quest/game.

Notes: Notes

Rising Dragon

Rank: S

Type: Weapon Skill

Materials: Fist

Incantation: Rising Dragon!

Range: -

Effect: Enemy is thrust into space, and slammed back to earth. Cannot be blocked. Victim is instantly K.O.ed

Limitations: useable once per quest/game.

Notes: Notes

GUNS

Tri-Burst

Rank: E

Type: Weapon Skill

Element: Ice

Materials: Gun

Incantation: Tri-Burst!

Range: Strike (ammo)

Effect: Fires three shots in a row.

Limitations: .

Notes: Notes

Rapid Fire

Rank: D

Type: Weapon Skill

Element: Fire

Materials: Gun

Incantation: Rapid Fire!

Range: Strike (ammo)

Effect: Shoots a target as it is lifted into the air.

Limitations: .

Notes: Notes

Proximal Shot

Rank: C

WEAPON RULES

Type: Weapon Skill

Element: Light

Materials: Gun

Incantation: Proximal Shot!

Range: within 3ft.

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

Limitations: .

Notes: Notes

Bullet Storm

Rank: B

Type: Weapon Skill

Materials: Gun

Incantation: Bullet Storm!

Range: Strike (ammo)

Effect: Shoots a target as it is lifted into the air.

Limitations: .

Notes: Notes

Totenkreuz

Rank: A

Type: Weapon Skill

Element: Fire

Materials: Gun

Incantation: Totenkreuz!

Range: Strike (ammo)

Effect: Incinerates an enemy in a cross of flame.

Limitations: .

Notes: Notes

Inferno

Rank: S

Type: Weapon Skill

Element: Fire

Materials: Gun

Incantation: Inferno!

Range: Strike (ammo)

Effect: Splits into four and blasts the enemy away.

Limitations: .

Notes: Notes

SPEARS AND POLEARMS

Impaler

Rank: E

Type: Weapon Skill

Materials: Spear or Polearm

Incantation: Impaler! (while jumping in the air)

Range: Strike

Effect: A jump attack that aims for an enemy's head. This attack effects a player as per generic water, but only for half the duration.

Limitations: .

Notes: Don't actually hit someone in the head! Is *not* considered a water based attack.

Sky Lunge

Rank: D

Type: Weapon Skill

Materials: Spear or Polearm

Incantation: Sky Lunge!

Range: Strike

Effect: A vicious lunge at a helpless enemy. This attack does double damage to armor.

Limitations: This attack cannot harm a player.

Notes: Notes

Asteroid Drop

Rank: D

Type: Weapon Skill

Materials: Spear or Polearm

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.

Notes:

Avalanche

Rank: A

Type: Weapon Skill

Materials: Spear or Polearm

Incantation: Inferno!

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

Limitations: .

Notes: You may throw the spear, if it is throwing legal. Is *not* considered an earth based attack.

Turbulence

Rank: C

Type: Weapon Skill

Element: Wind

Materials: Spear or Polearm

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 players shield.

Limitations: May only be done once per quest/game for very point of strength the user has.

Notes: Notes

WEAPON RULES

Spear Storm

Rank: A

Type: Weapon Skill

Element: Fire

Materials: Spear or Polearm

Incantation: Spear Storm!

Range: Strike / 20 ft. radius

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.

Limitations: .

Notes: You may throw the spear, if it is throwing legal.

SWORDS AND DAGGERS

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 does an extra point of damage and grants the user a free usage of speed.

Limitations: May only be used a number of times per quest/game equal to the users stamina.

Notes: !

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 as per Generic Wind.

Limitations: .

Notes: !

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 weather or not they blocked the shot.

Limitations: Will damage armor before it damages a player.

Notes: !

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.

Limitations: .

Notes: !

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.

Limitations: .

Notes: !

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.

Limitations: .

Notes: !

STAVES AND RODS

Mana Rush

Rank: E,D,C,B,A

Type: Weapon Skill

Materials: Staff or Rod

Incantation: Mana Rush!

Range: -

Effect: Increases the Range of the users spells by 1 ft per rank purchased.

Limitations: May only be used a number of times per quest/game equal to the users Mana.

Notes: !

Mana Boost

Rank: S

Type: Weapon Skill

Materials: Staff or Rod

Incantation: -

Range: -

Effect: Lets the user cast Rank S Magic.

RULES OF MAGIC

BASIC RULES

- 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
- 4) All magic is listed as a spell, enchantment, or trait. This distinction can have a great impact on play so note it carefully.
- 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.

ENCHANTMENTS

- 1) Players themselves may only have one enchantment at a time. Enchantments on weapons , armor, etc. Do not count towards this limit.
- 2) A piece of equipment, sword, shield, armor, etc. May only have one enchantment placed on it at a time.
- 3) When a player dies, any enchantments they had are lost.
- 4) 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.
- 5) Enchantments must be denoted by a visible Ofuda, rune, or some type of marker and announced if asked.
- 6) 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
- 7) If already wearing your maximum number of enchantments, you may simply choose to just drop an enchantment before receiving another one.
- 8) 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.
- 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

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 purchsed projectiles and no more.
- 2) A magic-user may have no more than two types, or elements or styles of magical projectiles charged at a time.
- 3) Barring any enchantments or magical effects, garb



RULES OF MAGIC

THE ELEMENTS

In MAKAI, there are 10 different elements in which magic corresponds to. The elements determine, and can also change things 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: Ice
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: 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: Lightning
Color: Yellow
Status: Shock

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



Name: Nature
Color: Green
Status: Poison

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



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.



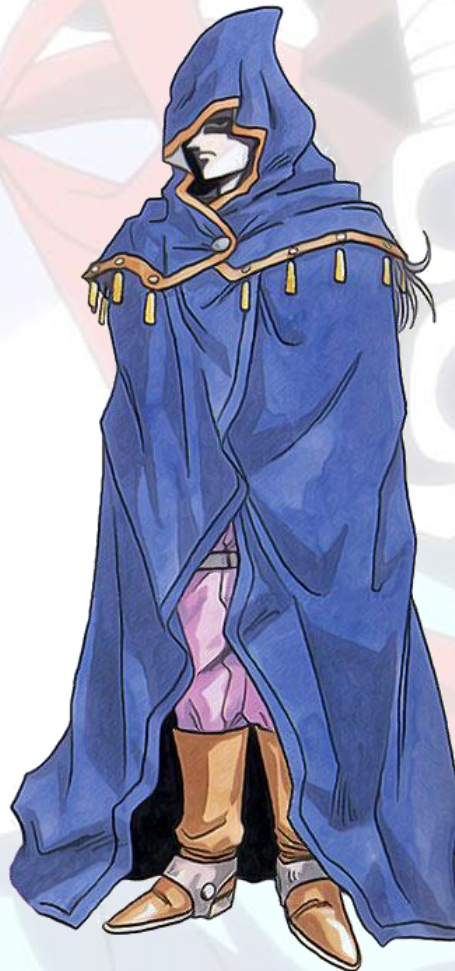
Name: Water
Color: Dark Blue
Status: Drenched
Effect: A player hit with this status effect can no longer run, jog, or jump for 1 minute.



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.

GENERIC 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.



RULES OF MAGIC

ELEMENTAL MAGIC

This brand of magic is simple yet effective.

Rank E

No change to incantation.
0 magical projectiles.
Damage: 0

Rank D

No change to incantation.
1 magical projectile.
Damage: 1

Rank C

Add "Mega" before the spells name.
2 magical projectiles.
Damage: 2

Rank B

Add "Giga" before the spells name.
3 magical projectiles.
Damage: 3

Rank A

Add "Omega" before the spells name.
4 magical projectiles.
Damage: 4

Rank S

Add "Tera" before the spells name.
5 magical projectiles.
Damage: 5

Example: Steve has a mana level of 3. This means that he can purchase spells up to ranks E, D, and C level spell. To cast it as a rank D 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 "Mega Fire!" just before he throws it. To cast S ranked spells you must find a way to have a mana level of six.

Earth

Rank: Varies
Type: Magic
Materials: Brown Magical Projectile
Incantation: Earth!
Range: -
Effect: Player takes earth damage based upon the casters spell rank.
Limitations: Limitations or Restrictions
Notes: Notes

Fire

Rank: Varies
Type: Magic
Materials: Red Magical Projectile
Incantation: Fire!
Range: -
Effect: Player takes fire damage based upon the casters spell rank.

Limitations: Limitations or Restrictions

Notes: Notes

Fire

Rank: Varies
Type: Magic
Materials: Red Magical Projectile
Incantation: Varies
Range: -
Effect: Player takes fire damage based upon the casters spell rank.
Limitations: Limitations or Restrictions
Notes: Notes

Heaven

Rank: Varies
Type: Magic
Materials: White Magical Projectile
Incantation: Varies
Range: -
Effect: Player takes Heaven damage based upon the casters spell rank.
Limitations: Limitations or Restrictions
Notes: Notes

Ice

Rank: Varies
Type: Magic
Materials: Light Blue Magical Projectile
Incantation: Varies
Range: -
Effect: Player takes ice damage based upon the casters spell rank.
Limitations: Limitations or Restrictions
Notes: Notes

Light

Rank: Varies
Type: Magic
Materials: Orange Magical Projectile
Incantation: Varies
Range: -
Effect: Player takes Light damage based upon the casters spell rank.
Limitations: Limitations or Restrictions
Notes: Notes

Lightning

Rank: Varies
Type: Magic
Materials: Yellow Magical Projectile
Incantation: Varies
Range: -
Effect: Player takes lightning damage based upon the casters spell rank.

RULES OF MAGIC

Limitations: Limitations or Restrictions

Notes: Notes

Nature

Rank: Varies

Type: Magic

Materials: Green Magical Projectile

Incantation: Varies

Range: -

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

Limitations: Limitations or Restrictions

Notes: Notes

Shadow

Rank: Varies

Type: Magic

Materials: Black Magical Projectile

Incantation: Varies

Range: -

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

Limitations: Limitations or Restrictions

Notes: Notes

Water

Rank: Varies

Type: Magic

Materials: Dark Blue Magical Projectile

Incantation: Varies

Range: -

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

Limitations: Limitations or Restrictions

Notes: Notes

Wind

Rank: Varies

Type: Magic

Materials: purple Magical Projectile

Incantation: Varies

Range: -

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

Limitations: Limitations or Restrictions

Notes: Notes

HEALING MAGIC

Healing magic works in the exact same way as Elemental magic but in reverse. In stead of taking life points it resores them. Healing magic differs in that it is engulfing, this means that if it hits the player or any of there equipment; the player is the one that recieves the life points. Not said players sword, shield, or ar-

mor. Healing magic may also be done by touching a players shoulder, instead of throwing a magical projectile.

Heal

Rank: Varies

Type: Magic

Materials: White Magical Projectile

Incantation: Heal!

Range: -

Effect: Player regains life points based upon the casters spell rank.

Limitations: Limitations or Restrictions

Notes: Notes

Espoir

Rank: D

Type: Magic

Materials: -

Incantation: Heal!

Range: Touch

Effect: Removes any and all bad status effects.

Limitations: Limitations or Restrictions

Notes: Notes

Resurrect

Rank: B

Type: Magic

Materials: -

Incantation: Resurrect!

Range: -

Effect: A K.O.ed player is brought out of K.O. status, and is resoted one life.

Limitations: may only be done a number of times per quest/game equal to your mana level.

Notes: Notes

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.

Armor Break

Rank: D

Type: Magic

Materials: Magic Projectile

Incantation: Armor Break!

Range: -

Effect: Destroys all of a players armor.

Limitations: may only be done a number of times per quest/game equal to your mana level.

Notes: Notes

RULES OF MAGIC

Blind

Rank: C

Type: Magic

Materials: Magic Projectile.

Incantation: Blind!

Range: Touch

Effect: Causes Blind.

Limitations: Lasts 5 minutes. Is not considered Shadow.

Notes: Notes

Braveheart

Rank: D

Type: Magic

Materials: Ofuda or Runes.

Incantation: Braveheart!

Range: Touch

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

Limitations: Lasts one minute

Notes: Notes

Enfeeble

Rank: D

Type: Magic

Materials: Magic Projectile.

Incantation: Enfeeble!

Range: -

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

Limitations: Lasts one minute

Notes: Notes

Magic Boost

Rank: D

Type: Magic

Materials: Ofuda or Runes

Incantation: Magic Boost!

Range: Touch

Effect: Caster may raise a players 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 then 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.

Notes: Notes

Magic Wall

Rank: D

Type: Magic

Materials: Ofuda or Runes

Incantation: Magic Wall!

Range: Touch

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

Limitations: May only be cast a number of times per quest/game equal to your mana level. A player may only wear one magic wall at a time.

Notes:

Mind Break

Rank: B

Type: Magic

Materials: Magic Projectile

Incantation: Mind Break!

Range: Touch

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

Limitations:

Notes: Notes

Resist Break

Rank: B

Type: Magic

Materials: Magic Projectile

Incantation: Resist Break!

Range: Touch

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

Limitations:

Notes: Notes

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. Usable once per mana rank.

Notes: Notes

Speed Boost

Rank: A

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. Usable twice per life.

Notes: Notes

Target Lock

Rank: C

RULES OF MAGIC

Type: Magic

Materials: Ofuda or Runes

Incantation: Target Lock!

Range: Touch

Effect: Player Ignores "Speed".

Limitations: Usable once per life.

Notes: Notes

Slow

Rank: C

Type: Magic

Materials: Magic Projectile

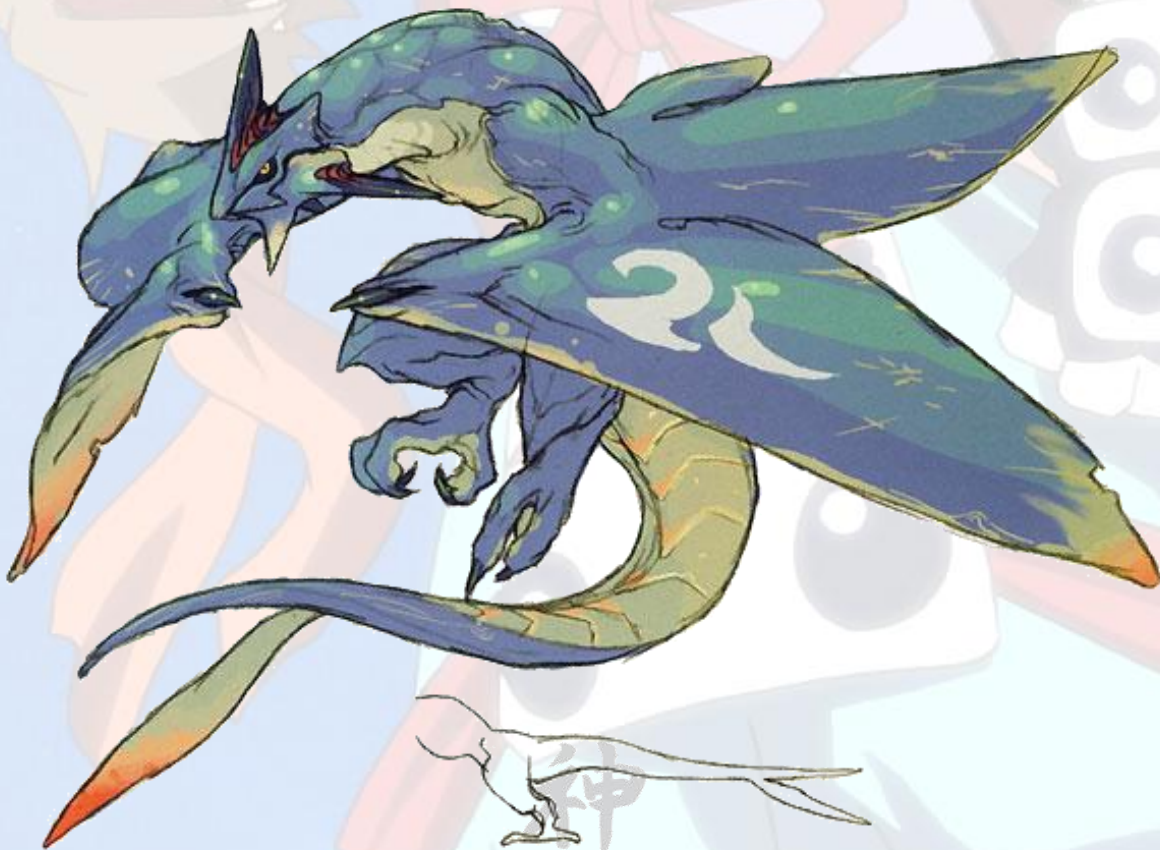
Incantation: Slow!

Range: Touch

Effect: Player may not run or jog, only walk. May not use the "speed" trait either.

Limitations:

Notes: Notes



SHOPPING AND MONEY

ITEM MAGIC

COST

AVAILABILITY

Spells

(cast by the Judge. Only enchantments and spells are for sale. Enchantments may be sold as scrolls for +10 gold above cost. Spells may be sold as potions for no cost difference. Judge has final approval over which spells may be sold. Enchant strips from the guildhall will be bright orange with the spell name spelled out on the strip.)

Elemental Magic	5 x Spell Rank	2 per spell
Healing Magic	10 x Spell Rank	2 per spell
Support Magic	10 x Spell Rank	2 per spell
Generic Magic	20 x Spell Rank	2 per spell

BLACKSMITH

Mend Weapon	Weapon Length x 2	Unlimited
New Weapon	Xp cost x 5	Unlimited
Mend Shield	5	Unlimited
New Shield	Shield Size x 5	Unlimited
Mend Armor	5 per point	Unlimited
New Armor	10 per point	5 per character.

ITEMS

Heal Potion	5	1 per Rank
Cure Potion	10	1 per Rank
Phoenix Down	50	2 per Quest/Game.

DIVINE SERVICES

Holy Symbol*	50	20
Holy Icon**	200	2
Lives	150	One Per Person per Quest/Game

* - Any Undead touching someone wearing a Holy Symbol take 3 damage.

** - A Holy Icon allows a player to Turn Undead once per Life. In addition, a Holy Icon counts as a Holy Symbol.

