

精神の世界

VERSION 3.0

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THE BASICS

Before you can begin to play, you must create a character. This is the fictitious persona the player adopts that includes: history, abilities, goals, and personality. When creating your character you can use characters from books, games, or movies for inspiration. However, you can not portray these exact characters.

RACES

When creating your character you must choose a race. Your race can determine a large part of your character's background; as well as what abilities, weapons, spells, armor, and skills you may want to purchase.

Later on you may travel to other lands and learn abilities of other races. There are ten races in MAKAI, each with their own unique styling and powers.

DATA POINTS

Each time you play MAKAI you will be awarded three to five points of data, (also known as DP) depending on the what the Master Moderator wants to give out. However, you may also receive bonus data points for completing missions or other tasks. These points are used to purchase skills and stats, or create spells and artes.

STATS

All characters 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. These range from 1 to 5. 1 being the weakest, and 5 being the strongest. All characters start with level 1 in each stat and also receive 2 stat points to place in whichever stats they want. The cost to raise a stat point with experience is 2 DP multiplied by the level of the stat. This means that to purchase level 2 in a stat it would cost 4 DP, to purchase level 5 it would cost 10 DP. While a character may only purchase up to 5 in any given stat, certain bonuses may increase it beyond 5. These include merits and race.

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

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. 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 withstand 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. After level 5 you will receive one more hit point for every stamina point. Stamina also decreases the duration of poison and drugs. Decrease the duration by 10 seconds for every level of stamina a character has. Characters with a stamina of 6 or higher are immune to poison. Stamina's third and final purpose determines how many times a player may use an arte.

Any single arte may be used a number of times equal to a players stamina.

MANA

Mana determines the amount of mystical energy and life force a character has. It also helps determine how knowledgeable a character is. For every point of mana a character has they may re-do any failed usage of a skill. Secondly, as with stamina, a player may cast any single spell a number of times per game equal to there mana.

HIT POINTS

Each player starts with an amount of hit points determined by their character's stamina and starting combat build. Whenever you are hit you lose hit points, if you reach zero 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 DP 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.)

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 DP 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, and what artes they can create. 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.

ARTES AND MAGIC

Players may also create special artes and spells to use in combat. Artes, are more martial in nature than magic, and are generally weapon based. Were as spells are usually delivered via "point and click" or packets. When creating new spells and artes work with one of the game moderators, they will help you build your abilities and assign a data cost. All players start with 50 points of data, though a moderator may raise or lower this amount.

DATA CACHE

A players data cache determines how much data they can store and bring onto the battle field. Each player starts with a Cache of 100 points, though a moderator raise or lower it. To fill the Cache add up the data amounts from the players artes and spells, making sure the

total amount of data does not exceed the cache. A player may increase there Data Cache by 10 points for 10 DP.

ARTE AND SPELL CARDS

Artes and spells, are represented by cards. When on the battle field these cards represent data in a players cache. 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. Non arte and magic cards do not count towards a players cache. Remember, once you are on the battlefield you may not change what cards you are using, unless you find cards on the battlefield. 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.

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:

FREE DATA POINTS

Every character gets 10 points of data to start. These points may be used to purchase anything. Typically these points are used to increase stats, or purchase merits and flaws.

SENSHI

Warriors, Fighters, and Martial Artists, The Senshi all practice many fighting styles. When building a Senshi style character, you gain the weapon attunement merit for free. Senshi style characters cannot learn spells worth more than 50 points of data.

Hit Points: 3

Strength: 1

Stamina: 1

Mana: 1

Stat Points: 2

Skills: 3 weapon skills of choice (one at level 3), Crafting 2, Repair 2, 5 skill points to spend freely.

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. Sennin, similar to the Senshi gain the 5 point version of the elemental attunement merit for free. Of course since the Sennin are physically weaker they cannot learn artes worth more than 50 points of data.

Hit Points: 2

Strength: 1

Stamina: 1

Mana: 2

Stat Points: 2

Skills: 2 weapon skills of choice (one at level 2), Calligraphy 2, Meditation 2, 5 skill points to spend freely.

BOUSAN

Bousan are somewhere in between senshi, and sennin. They practice both magic and martial arts, giving them a broad range of power. As such, they gain the 3 point elemental attunement merit, and weapon attunement for free. However there broad range of study leaves them



with little time to cover highly advanced artes and spells. As such, they cannot learn spells or artes worth more than 80 data.

Hit Points: 2

Strength: 1

Stamina: 1

Mana: 1

Stat Points: 3

Skills: 2 weapon skills of choice (one at level 1), Crafting 1, Repair 1, Calligraphy 1, Meditation 1, 3 skill points to spend freely.

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 data 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 DP a player has accumulated. However they want to do it is fine, just don't loose any paper work!

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 alot 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.

COMBAT RULES

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 lose one HP or more. If at anytime a player's 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 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.

ADMINISTRATORS

Administrators 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 Advantageous abilities and techniques to help them maintain law and order.

MODERATORS

Moderators 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 moderator, it just takes a good imagination. A good suggestion is to have people take turns as moderators, as there's probably more than one person with good ideas. When planning a scenario or, quest appoint a moderator. moderators are in complete control over their scenarios, and their decisions are final. They are also in charge of making sure things get done. Another good idea is to have a Master or Head moderator. This is usually the person who got the idea to play MAKAI in the first place and usually heads up and oversees everything. In MAKAI it is tradition to turn over the reigns of Master Moderator after about a year or two, to start fresh with new story lines and a new perspective.

BATTLE RULES

- 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 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 if 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. 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 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.

'Wiggling' – 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, or runner

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: Wranc wants to use Cyclone Strike, to use it he would say: "Cyclone Strike - 1 Short!"

CHARACTER DEATH

When a player runs out of life points, they are in a state of decay. If they do not receive some sort of medical attention, be it spell or hospital, they will die. A state of decay lasts half an hour, which the player may use to contact one player, one time. If the character does die, they will be called to the Administrators headquarters, and revived with 10% less of there total DP, meaning they may have to give up abilities, skills, stats, etc. This however does not include a player who has had a Coup De Grâce performed on them.

COUP DE GRACE

The one and only way to virtually never see your enemies again. A Coup De Grâce, may only be performed on a character that is in a K.O. status, or State of Decay. The player performing the Coup De Grâce must use an arte or spell worth at least 100 data, and state "Coup De Grâce" after the normal incantation. If the player was in K.O. status, they stay in K.O. status and lose an additional life. If they were in a state of decay, they are permanently dead. The dead characters two options are: have there player sent to the netherworld. There is a possibility of escape; though not likely. The other possibility is follow the guidelines for the Gen ei' race.

SOUL SHARDS

Soul shards are formed when a player is struck with a Coup De Grâce, and the character is killed permanently. After the player dies small pieces of there soul remain and fuse with the dead characters mana forming a crystal. If another player claims the crystal, they may use any one arte or spell that the dead character new and may absorb some of the dead characters memories, so long as they have the soul shard. If a players uses a soul shard, there data will become corrupt, and any moderator who scans there date will want to question the player as to how they obtained the soul shard.

EQUIPMENT, ARMOR, AND WEAPONS

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 runners may grant more. When a player first creates their 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 detailing what kind of armor it is, how many points it is worth, and any special effects it may pose. 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.

ANCIENT ARMOR VALUES

Padded, Heavy or Quilted Cloth:	1 point
Light Leather (1/16 in thick):	1 point
Medium Leather (2/16 in thick):	2 points
Heavy Leather (3/16 in thick):	3 points
Light Chainmail (4 in 1 pattern):	2 points
Standard Chainmail (6 in 1 pattern):	3 points
Heavy Chainmail (8 in 2 pattern):	4 points
Light Plate or Brigandine:	4 points
Half Plate or Lamellar:	3 points
Full Plate:	5 points

MODERN ARMOR VALUES

Soft Body Armor:	1 point
Light Composites:	2 point
Medium Composites:	3 points
Heavy Composites:	4 points
Flack Jacket:	2 points
Swat Jacket:	3 points

Add-ons

Studs or Rings:	+1 point
Scales or Plates:	+2 points
Cuir bouilli:	+1 point
Awesome-ness:	+1 point
Runes:	+1 point

Metal armors include plate mail chain mail, brigandine, or anything made of at least 75% metal. These armors must use a metal that is at least 18 gauge.

Modern armors are generally made of Kevlar or ABS plastics. There is no set gauge for plastics, but it should be at least 2/16 inches thick.

Mods and admins may assign penalties to armor if it is shoddy or crappy. Don't make sucky armor.

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.

Level: You must have the skill for this weapon to use this weapon.

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.

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
Level: 2
Abilities: Break, Bastard Grip
Damage Rating: 2
Size: up to 4 ft.

Type: Battle
Level: 3
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
Abilities: Pierce, Ranged (ammo)
Damage Rating: 2
Size: up to 3ft.

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

Type: Long / Rifle
Level: 3
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
Level: 2
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
Level: 2
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

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

Type: B.F.G.
Level: 3
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
Level: 2
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
Level: 3
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
Level: 2
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
Level: 2
Abilities: Power, 2 Handed
Damage Rating: 2
Size: up to 6 ft. Min 5 ft.

Type: Rapier

Level: 2
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
Level: 2
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: Tempered
Damage Rating: -
Size: 6 in. Radius (each)

Type: small
Abilities: Tempered
Damage Rating: 1
Size: up to 1 ft. Radius

Type: Medium
Level: 2
Abilities: -Tempered
Damage Rating: 1
Size: up to 15 in. Radius

Type: Large
Level: 3
Abilities: Tempered x 2
Damage Rating: 2

Size: up to 18 in. Radius

Type: Tower
Level: 4
Abilities: Tempered x 3
Damage Rating: 3
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
Level: 5
Type: Sword
Abilities: Break x 3, Tempered
Damage Rating: +1
Size: as per swords

Judge Sword
Level: 5
Type: sword
Abilities: Break x 3 Tempered x 3
Damage Rating: +2
Size: as per swords

Rune Sword
Level: 5
Type: Sword
Abilities: Break, Tempered, Mana Store, Mana Boost
Damage Rating: +1
Size: as per swords

Chaos Sword
Level: 5
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 hit points. 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 their strength rank is 2 points higher than their armor points.

Hidden Effect - Drowning Whirlpool: Any player who is wearing armor takes one damage every 30 seconds, unless their strength rank is 4 points higher than their 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 hit points 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 artes worth less than 75 data, 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 lose one hit point and must drop to their 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 lose one usage of "quick".

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

Stone

Effect: Stone structures have their 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 of this life.

Swamp

Effect: All players must walk on their 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. For 3 intervals

Water

Effect: All players must walk around and fight on their 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 and effect of any wood element arte or spell.

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 OF UDA, AND RUNES

- 1) Any ability 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 where the tunic is not covering, they are affected as normal.

RANGED MAGIC

- 1) A player may only carry a number of spell packets allotted to them by their purchased spells. Example: A player has purchased a spell that has allotted them two spell packets, 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 spell packets charged at a time.
- 3) Barring any enchantments or magical effects, garb strikes count as



hitting the player if the spell packet would have continued on to hit the player. i.e. You may not block Lightning Bolts with your cloak.

- 4) All players must have the cards for any spells they bought at all times. Failure to have the proper card renders a player incapable of casting said spell. Also, some spells require special materials (your voice is sufficient) along with the card. Failure to wear appropriate garb when applicable, also negates the ability to use magic.
- 5) Beginning an incantation discharges all of your unused spell packets 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

Effects: Protection and armor spells

Color: Brown

Name: Fire

Effects: Damage, and more damage

Color: Red

Name: Holy

Effects: Healing and curing

Color: White

Name: Water

Effects: Slowing, and holding

Color: Dark Blue

Name: Wind

Color: Purple

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 at least 100 points worth of data for each, 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

Effects: Poison and zombies

Color: Grey

Name: Ice

Origin Elements: Wind, and Water

Color: Light Blue

Name: Lightning

Origin Elements: Wind, and Fire

Color: Yellow

Name: Metal

Origin Elements: Earth, and Fire

Color: Silver

Name: Mist

Origin Elements: Water, and Fire

Color: Blue-grey

Name: Sand

Origin Elements: Earth, and Wind

Color: Tan

Name: Wood

Origin Elements: Earth, and Water

Color: Green

LIGHT AND SHADOW

Name: Light

Color: Orange

Name: Shadow

Color: Black

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 wind 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.



OPPOSING ELEMENTS WHEEL



RACES

Makai has several races to choose from, from elflike creatures to demonic humanoids. Each race is different and possesses different starting advantages, and disadvantages.

SENNYU

Sennyu, or half-elves are usually much like their elven parent in appearance. They are handsome folk, but unfortunately tend to behave more like their elven parent; and tend to be boastful and condescending. Most Sennyu will mingle freely with either humans or half-elves, but are generally disliked by both. They typically live about 160 years. Most half-elves are quite agile and are very capable at acrobatics and the like. Also they retain a higher proficiency of magic than most races and can learn spells easier.

Availability: Starting

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

Advantage: All Sennyu gain a free quick trait once per quest/game. Additionally they may purchase spells for 5% less data than the normal cost.

Disadvantage: Sennyu are generally skinny and weak. Their starting strength cannot be greater than 1 and their max strength cannot be greater than 4.

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: Holy, and Wood

Favored Type: Sennin



HANTENMA

Hantenma, the half-demons have a parent that is human, and a parent that is some sort of demon. Hantenma often have characteristics from both parents but almost never quite equal to either. While they generally appear mostly human, they always have something about them that is demonic. This can be physical, such as wings or horns, or simply just a demonic aura. They tend to enjoy a longer life span than average humans and tend to gain 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, horns, or even wings. Most Hantenma will make an attempt at covering up their demonic markings.

Advantage: Hantenma most always live a fairly harsh lifestyle, thusly all Hantenma start off with a free point in stamina. Additionally their link to their demonic parent allows them to learn certain elements easier. They may purchase fire, shadow, and death elements for 5% less data than the normal cost.

Disadvantage: Being part demon causes the Hantenma to be irritable, violent, and brooding. Each time they want to back out of a fight they must make a test with a moderator or admin. If they lose, they cannot back out of the fight.

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, your already human smart guy.

Advantage: Humans, being so varied start off with 5 extra points of free data.

Disadvantage: none

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

Favored Weapons: Varies from person to person

Favored Magic's: Again, this will vary heavily from person to person.

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



NEPHILIM

Nephilim are supposedly the offspring of humans and fallen angels. Though the angel need not be fallen, as they are in fact equipped. According to ancient texts, the fallen angels who begat the Nephilim were cast into Gehenna, a place of 'total darkness'. This causes some Nephilim to search endlessly for any clues to its location.

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. And of course what would any angelic being be without its wings.

Availability: Starting

Requirements: All Nephilim have wings, usually they are just a small pair, but they are still of some use.

Advantage: Nephilim are known for their tremendous power, and start with a free point in strength. Additionally they may use the Flight wind effect freely.

Disadvantage: Nephilim eat twice as much as normal humans, so the player should usually be eating something. If not they will lose their great strength, which will be lowered by one until something is eaten.

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

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

Favored Magic's: The Half-Angels' angelic side causes them to lean towards holy and light magics and artes.

Favored Types: Sennin





SCIONS

Scions are the descendents of the gods of old, such as Zeus, or Thor. The advantage of this mixed blood is the passing down of there divine parents abilities. Whether it be the ability to shoot down lightning bolts, or know immense amounts of magic, or who knows. Generally Scions are weaker than there divine parent, but are still a match for most mortal men and women. There sub-divine powers also give them a boost when it comes to the natural and magical energies of the world, granting them higher levels of mana than most.

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. Also costuming can help as well.

Advantage: Being part divine, Scions are more attuned to mana and magic, granting them a free point of mana. Additionally and spells or artes the learn that mimic there divine parents abilities cost 5% less data than normal.

Disadvantage: Being partly divine, your godly parent will sometimes call upon you to do tasks and quests for them. These tasks cannot be ignored for long, and will eventually have do be done.

Favored Skills: Scions enjoy more artistic skills such as calligraphy, and Artisan

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

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

Favored Types: Sennin

THERIONS

The only known explanation concerning the creation of the therions are some old data and files from an experiment eons ago. Basically, therions are humans that have been spliced with animal DNA. Most therions look almost completely human, save for one or two small features. some have been known to have strange eyes, tails, claws, fangs, or markings. Therions can be spliced with any animal, including ones not from this world. Whatever the animal is the therion will have some sign that signifies what animal they share DNA with.

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.

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

If a suitable power is not listed, talk to your admins and mods to help yo u find an appropriate power for your animal.

Disadvantage: Therions as they are part animal, sometimes act like animals. Causing them to scratch themselves, sniff around, holw, growl, etc. Failing to do at lease two or three 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: Earth and Wood elements tends to be the preferred magic of the Therions

Favored Types: Senshi





GEN'EI

The Gen'ei are phantom like 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 DP when they die. They may also move around when they are K.O.ed, though they may only speak. They also may purchase artes and spells using the shadow element for 5% less than the normal cost.

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 are people descended from kami, or spirits. Hankami are similar to Scions and Half Elementals but may also align themselves with objects, emotions, really anything you can think of. You could even be descended from the great chair spirit if you wanted to. Other 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. A kami's power 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 there parents. Being part elemental they are attuned with, or partially composed of, one of the classical elements: air, earth, fire and water, and holy. 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 there chosen element.

Advantage: Gains the Elemental attunement merit for free. With runners 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 the Obakes ability to shape shift 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. *Obake* derived from household ob-jects are often called *tsukumogami*. A *bakemono* usually either dis-guises 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.

Availability: Starting

Requirements:

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

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

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

Favored Weapons: Small guns and stealthier weapons

Favored Magic's: Water elements and later mist elements.

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 —, 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 hand-

writing

Uses: This skill has several uses. The first and foremost is that it is needed to create Ofuda. Its 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 zeni 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 forge 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: By increasing your skill in a specific weapon you may receive bonuses depending on how high you increase the skill. The bonuses are as follows. Level 3: increase one of the weapons abilities by one. If it has no abilities assign it an appropriate one. Level 5: +1 damage. If you do not possess any levels in a weapon category you may still use the weapon, but you deal -1 damage, and cannot use any abilities associated with the weapon.



MERITS AND FLAWS

MERITS

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 three points a player may attune themselves with an element. When creating artes or spells with this element they may purchase the ability for 10% less data than the normal cost. However this comes with a draw back. The player must pay an additional data for abilities and spells of the opposing element. Example, a player is attuned to wind, they may purchase artes and spells with the wind element for one less data, but fire Abilities and spells would cost one more. If they player spends five points on this merit, they do not obtain the drawback. See page 10 for combination elements.

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: 1-5 points

Effect: The character comes from a Wealthy Family, or Lineage. Start this character with an additional 500 Zeni, and an additional 100 Zeni per session for each point spent on this merit.

Weapon Attunement

Cost: 5 points

Effect: As per elemental attunement, but the player picks a weapon category instead of an element. Reminder: no weapon is weak against or trumps another weapon.

Weapon Bond

Cost: 6 points

Effect: As per elemental bond, but choose a weapon category instead. Reminder: no weapon is weak against or trumps another weapon.

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 consequences.

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 pay an additional 10% DP.

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, nor 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 chance at getting revenge presents itself, the player must make a test to not make an attempt at revenge. The runner

ELEMENTAL EFFECTS

CREATING ARTES AND SPELLS

When creating there are a few steps and rules that should be followed to ensure that artes and spells are balanced.

1. First decide whether the ability is an arte, or a spell as this will have an effect on game play.
2. Decide what you want your ability to do and find the effect that matches it closest. Starting players should have access to fire, earth, water, air, and holy. Other elements are generally acquired later.
3. Abilities may not be made up of more than two effects, excluding range effects. If an ability is composed of more than one element it is considered both of those elements.
4. Choose the range of your ability, there are several ranges to choose from. Note that radius may be added to another range to add an explosive effect to the ability, though they must be purchased separately.
5. Techniques And Focuses are minor effects that allow you to tweak your abilities to a certain degree. Abilities may have up to two focuses, and two Techniques. The points gained or lost from Techniques or Focuses are only applicable to the ability that has them. You cannot take a Focus for one ability, and add the points to a different ability.

EARTH EFFECTS

Snare

Effect: Any player affected by snare cannot move their feet. They may still fight and defend as normal, but their feet must be firmly rooted in place.

Cost: 5 points for every 10 seconds, up to 60 seconds.

Harden

Effect: Adds the tempered trait to any weapon, shield, or armor.

Cost: 10 points per tempered trait added with a max of 3.

Materials: Brown Ofuda, or rune.

Protect

Effect: Similar to the quick trait, this allows a player to ignore any one attack that was made with a weapon.

Cost: 20 points for every protect, with a maximum of 3.

Materials: Brown Ofuda, or rune.

Stone Skin

Effect: This effect makes a character's skin as hard as stone, granting them natural armor.

Cost: 5 points per armor, with a max of 4 points.

Materials: Brown Ofuda, or rune.

Stonewall

Effect: creates a wall of stone that has 50 hit points.

Cost: 10 points for the first 50 HP 5 points for every 10 additional HP. The wall's total HP cannot exceed 100 HP.

Materials: A Brown strip of cloth up to 10 ft long. The player may tie packets or weights on the ends to help lay it out faster.

Stamina Enhance

Effect: Temporarily Increase player's stamina. This effect lasts until the player is K.O.ed

Cost: 15 points per points of stamina. The caster may not increase a player's stamina by more than 5 points.

Materials: Brown Ofuda, or rune.

FIRE EFFECTS

Blaze

Effect: Deals Damage

Cost: 5 points per damage, with a maximum of 5 damage.

Flame

Effect: Increases an amount of damage done by any one single attack.

Cost: 10 points per damage. Or 30 points to have the damage linked to your mana, or stamina (pick one). Alternately, a player may purchase this effect as an enchantment, with an cost increase of 50%

Materials: A Red Ofuda or rune, if used as an enchantment.

Flamewall

Effect: player creates a 10 ft long wall of fire. This wall will damage any player that passes through the wall. The damage will continue every 10 seconds if they continue to stand on the wall.

Cost: 10 points per damage max 5 damage.

Materials: A Red strip of cloth up to 10 ft long. The player may tie packets or weights on the ends to help lay it out faster.

Back Draft

Effect: If you are struck by an attack using the wind element, you may deal damage to the caster.

Cost: 5 points per damage. Max damage 5.

Materials: A Red Ofuda or Rune.

Scorch

Effect: Player's weapon becomes incredibly hot and unusable. The player must throw their weapon to the ground until it cools off. Although, if a player is immune to fire effects; they may ignore this effect.

Cost: 5 points per 10 seconds to a maximum of one minute.

Fire Trap

Effect: Take a 10ft section of red yarn or similar type of rope. Place the rope in a circle on the ground. Any player stepping in the circle takes damage, removing the trap.

Cost: 5 points per damage, with a maximum of 5 damage.

WIND EFFECTS

Wind Blast

Effect: Target player is either sent backwards, knocked over or both. If the player is knocked over, they must fight on their knees.

Cost: 5 points to knock the player back for every 5 feet, with a maximum of 20 ft. Also it is 5 points to knock the player down for 5 seconds, with a maximum of 30 seconds.

Flight

Effect: Caster is able to fly and is immune to melee attacks by non-flyers. Immune to projectile and magic ball attacks from within twenty feet. Caster may cast magic and make ranged attacks as normal. Players under the effect of flight may not engage in melee combat with non-flyers.

Cost: 20 points.

Defense against Projectiles

Effect: A gust of wind surrounding the character protects them from projectiles and ammo, such as bullets throwing knives, and arrows. A character utilizing this effect will take no damage from any form of projectile, or ammo. This effect does not work against spell packets.

Cost: 15 points

Disarm

Effect: Player creates a small blast of wind used to knock weapons out

of an opponent's hand. The affected player must throw whichever weapon the caster states, as far as they can, behind them. This weapon may not be picked up for at least 10 seconds.

Cost: 30 points

Silence

Effect: The target of this magic cannot speak, cast magic, or use techs.

Cost: 10 points for 10 seconds; max 60 seconds.

Erosion

Effect: a strong steady gust of wind erodes away rock and earth, halving the effect of any spell or tech that utilizes the earth element.

Cost: 20 points (round up), 30 points (round down)

WATER EFFECTS

Drenched

Effect: This effect causes the player to become soaked with water, not allowing them to run or jump. The player may fight as normal, but must walk at a slow pace.

Cost: 10 points for 10 seconds, with a maximum of 60 seconds.

Warp wood

Effect: This effect makes any wooden item useless. Items can include, weapons, shields, items, literally anything made of wood.

Cost: 5 points for every 10 seconds to a maximum of 60 seconds.

Douse

Effect: The caster may end any constant fire effect such as *Firewall*, or *Scorch*. This will not work on *Blaze*, or *Back Draft*. This effect will only work on *Flame* if it is being used as an enchantment.

Cost: 20 points

Weak

Effect: again soaking a player beyond normal means, this ability lower their strength stat for a limited time.

Cost: 10 points for every 10 seconds. Limit 60 seconds.

Rust

Effect: This effect is similar to *Warp Wood* but on metal items. Such as armor, swords, shields, guns etc. This spell will also work on things such as locks, and cars.

Cost: 10 points for 10 seconds max 60 seconds.

Raise Strength

Cost: 15 points per points of strength. The caster may not increase a player's strength by more than 5 points.

Materials: Blue Ofuda, or rune.

HOLY EFFECTS

Cure

Effect: Restores a players hit points

Cost: 10 points for every 1 HP restored. Maximum 5 HP. Or 30 points to have the effect linked to your mana, or stamina (pick one).

Heal

Effect: Removes and negative effects that would hinder a character. In essence if the effect is not well liked this ability will remove it.

Cost: 30 points

Resurrect

Effect: Brings a player out of K.O. status

Cost: 60 points to revive a player with 1 HP, and an additional 10 points for every HP after that to a maximum of 5.

Protection from Magic

Effect: This player may ignore any magical effect or spell, regardless of the source. This effect blocks harmful as well as beneficial magic as well.

Cost: 40 points

Dispel

Effect: Removes one enchantment/Ofuda/Rune from any player or their equipment. Will also remove any enchantment not placed on a player or their equipment, such as *Flame Wall*, or *Earth Wall*.

Cost: 30 points

Sanctuary

Effect: Players within the range of this effect cannot engage in battle. They may talk and role-play as normal, but cannot engage in combat.

Cost: 25 points

Mana boost

Effect: Temporarily raises a player's mana.

Cost: 20 points for every point of mana. This effect may not increase a player's mana by more than 5 points.

LIGHT EFFECTS

Blind

Effect: The area is made ridiculously bright for the target and they can barely see more than two are negated. Any ranged attack made by the effected player that lands outside of 2 ft is negated. Any Melee attacks made outside of 5ft. feet in front of them is negated. They character must also role-play blind, you can't charge down the guy 20 ft away because you can't see him.

Cost: 10 points for 10 seconds, with a maximum of 60 seconds.

Invisible

Effect: The user bends light around them causing themselves to become invisible. All players must ignore the character since they cannot see them, though they can hear them.

Cost: 15 points for 10 seconds, with a maximum of 60 seconds.

Radiance

Effect: This effect causes the user to give off a bright light that sends out a sort of warning symbol. Any player that can see the character sees the light, and cannot come within range of the light, or attack at the light. If the player using this effect attacks, the light wears off.

Cost: 25

Materials: Orange Ofuda or rune

Mirror Shield

Effect: This effect uses refracted light to bounce spells back at an opponent. Any spell that hits this player is turned onto the original caster.

Cost: 40

Iridescence

Effect: Any effects that utilize the shadow element cannot be used in this effects range.

Cost: 30

DARK EFFECTS

Darkness

Effect: The player is surrounded by pure darkness, and can only see themselves. Any ranged attack made against the effected character will still do one damage if it is blocked or misses the character. Any other effects the ranged attack had are negated for purposes of this effect.

Cost: 20 points for 5 seconds, with a maximum of 30 seconds.

Shadow Step

Effect: The player may step inside a shadow, once inside the shadow they may not attack, or be attacked. From there they must immediately choose another shadow in the playing area to move to, while moving to that shadow they may not attack, or be attacked. Once the new shadow is reached they must wait in it for 5 seconds before they may participate in combat again.

Cost: 25 points.

Incorporeal

Effect: This effect will turn a character into living shadow. Any physical effect or Tech, including melee weapons do not affect the character. Also the character may not affect anyone with techs or melee weapons. They may however use magic, and magic may be used on them.

Cost: 30 points

Steal

Effect: this effect allows a player to take an item from another character, be it a potion, weapon, armor, etc. We would like to note that the effected player does not actually have to give you the physical item as it is their property. You may however use a substitute item of your own to represent the stolen item.

Cost: 30 points.

Shadows

Effect: Effects that utilize the light element cannot be used in this effects range.

Cost: 30

ICE EFFECTS

Freeze

Effect: This effect will cause a character becomes encased in ice. This player can do nothing, just stand there locked in position. However the ice forms a protective barrier, meaning a frozen player cannot be hurt.

Cost: 5 points for 10 seconds. Maximum, 60 seconds.

Lower Stamina

Effect: The player becomes cold, and tired; lowering their stamina.

Cost: 20 points for 1 stamina. A player may not have their stamina lowered by more than 3 points.

Frostbite

Effect: A player's limb (and arm or leg) becomes frozen and unusable.

Cost: 10 points for 10 seconds max 60 seconds.

Ice slick

Effect: The ground becomes covered in a thin coating of ice, making the ground slick. Any player moving faster than a slow walk will slip and fall, causing them to walk on their knees for a period of time.

Also any player taking or blocking more than 3 damage will slip and fall on the ice for a period of time.

Cost: 15 points for 10 seconds.

Ice Over

Effect: The target equipment becomes iced over and incredibly cold, causing the object to *break*.

Cost: 20 points

LIGHTNING EFFECTS

Stun

Effect: The target of this effect is shocked similar to a stun gun.

When struck the player must fall to the ground and cannot move, cast magic, talk, or pretty much do anything. Except for maybe convulse on the ground.

Cost: 5 points for 5 seconds. Maximum 30 seconds.

Shock

Effect: Player is struck with lightning and takes damage. However the target also takes an additional amount of damage for every piece of equipment on them that is made of metal.

Cost: 15 points per damage max 5.

Thunder Clap

Effect: A quick blast of lightning made more for the noise than damage. All players struck by this effect are deaf; they cannot hear anything that is going on. Also their equilibrium will be thrown off, causing players to not be able to run. If they do run they must walk on their knees for the rest of the effects duration.

Cost: 15 points for 10 seconds max 60 seconds.

Power Up/Overload

Effect: This player may power up any electronic device. Additionally the player may supply the item with too much power, and overload it, causing it to break.

Cost: 10 points for power up, 20 for overload.

Ride the Lightning

Effect: A character, for a brief time becomes electricity. During this brief time they may move through any form of power supply, such as electric sockets, light sockets, phone sockets. They may then reappear anywhere in range so long as there is a power supply.

Cost: 10 points per 10 miles max 50 miles.

WOOD EFFECTS

Entangle

Effect: A mass of vines surrounds the target immobilizing them for a period of time. While immobilized the player may still talk, but may not move. Also by dealing 10 damage to the vines the effected player may be freed from the vines.

Cost: 5 points for 20 seconds max 60 seconds.

Sleep Pollen

Effect: A dust like pollen surrounds the character putting them to sleep. While a character is asleep, they cannot be affected by anything inside the game.

Cost: 20 points for 20 seconds max 120 seconds.

Home

Effect: The user summons a house made of wood; the house will be shaped like any other house, but will not have electricity, or running water.

Cost: 25 points

Natures Blessing

Effect: Create a serum, of sorts that can cure ailments. This effect, once drank, prevents any negative status effect a player may receive.

Cost: 50 points

Camouflage

Effect: The user may touch any sort of bush, tree, plant, etc. for as long as they are touching the plant, they are camouflaged and cannot be seen. If the user of this effect makes any hostile actions towards a player, their camouflage is broken.

Cost: 30 points

METAL EFFECTS

Armor

Effect: A player may create an item card for armor, this armor is made of stone, and custom fit for whomever it was created for. This armor may be repaired as normal armor, but disperse when the quest/game ends.

Cost: 5 points per armor, with a max of 5 points.

Materials: Silver Ofuda, or rune.

Depleted Uranium

Effect: This ability will convert all metal items a player carries to lead, making them extremely heavy. Which will cause the players strength stat to become halved. Also the player may only move at a slow walk.

Cost: 20 points for 10 seconds max 60 seconds.

Mend

Effect: This effect will fix and restore any object made of metal, making it usable again.

Cost: 20 points.

Barbed Aura

Effect: The user is surrounded in metal spikes, blasé, bards, etc, causing anyone who strikes the user to take damage.

Cost: 10 points for $\frac{1}{4}$ of the damage received, 20 points for $\frac{1}{2}$, 40 points for $\frac{3}{4}$.

Mercury Armor

Effect: Normally armor only protects what it is covering, but with this effect, your armor takes on a mercury like state, and will shift to cover any area of the body, making once piece of armor cover the entire body. As long as it is made of metal.

Cost: 30 points

Materials: Silver Ofuda or Rune

MIST EFFECTS

Fog of War

Effect: A cloud of fog over the target causes them to mistake friends as enemies. Causing the effected player or players to turn and attack their teammates.

Cost: 12 points for 10 seconds max 10 seconds.

Befuddle

Effect: The players mind is warped causing to become disoriented. They will walk around aimlessly staring off into space. They may also not attack anyone, but may defend themselves.

Cost: 15 points for 10 seconds max 60 seconds.

Mind control

Effect: The player may give commands to another player, forcing that player to act out the commands.

Cost: 20 points for a one word command, 30 points for a full sentence, and 50 points for up to five sentences.

Doppelganger

Effect: The player may copy and use any ability that he directly sees another player do. This copied version will work exactly the same as the original ability being copied.

Cost: 25 points per 50 data.

False Impression

Effect: This effect allows a player to force everyone to think they are any one of the 10 races.

Cost: 20 points

SAND EFFECTS

Sand storm

Effect: Grains of sand fly about blurring vision and distracting the effected target. This caused them to not be able to use their quick traits.

Cost: 10 points for 10 seconds, max 60 seconds.

Grind

Effect: Any item that has moving parts such as engines, guns, etc is filled will sand and jammed up. This item cannot be used again until the allotted time has run out.

Cost: 10 points for 10 seconds, maximum 60 seconds.

Quicksand

Effect: This effect prevents a player from using their limbs as they eventually sink into the ground. The player is affected in this order: effected player selects one foot, that foot cannot move. 10 seconds later they cannot move there other foot. 10 seconds after that they must drop to their knees. 10 seconds after that the player selects one arm that cannot be used. 10 seconds after that the other arm. Finally 30 seconds after that the player is sucked under and K.O.ed.

Cost: 40 points

Sand Blaster

Effect: Removes all tempered traits from all of the targets equipment.

Cost: 40 points

Sand Barrier

Effect: A stronger version of the protect effect; this effect will negate any attack sent at you.

Cost: 20 points for every sand barrier, with a maximum of 3.

Materials: Tan Ofuda, or rune.

DEATH EFFECTS

Vampiric

Effect: Each time the user of this effect deals damage, they recover a set amount of hit points equal to the damage they caused.

Cost: 20 points per hit recovered. Increase this cost by 50% if used as an enchantment.

Zombies

Effect: summon a zombie or skeleton; treat this creature as a base character with base points. The summoner may either play as the zombie, or have another player who is not busy play the creature.

Cost: points per zombie/ skeleton

Poison

Effect: Target is affected with poison and takes one damage at certain intervals of time. This effect will not go through armor and must hit the player directly.

Cost: 10 points for one 30 second interval, with a max of 5 intervals.

Delay Death

Effect: When this player is K.O.ed or killed they will remain alive for an extra amount of time. They may not participate in combat, but other than that; they may intact with other players and the environment.

Cost: 10 points for 1 minute, with a max of 5 minutes.

Soul Strike

Effect: By sacrificing one HP you may add an amount of damage to an attack that is equal to double the amount of HP sacrificed.

Cost: 30 points

RANGE EFFECTS

Melee

Effect: This ability is delivered by touching the opponent.

Cost: 0 for touch/self, 5 points for strike, 10 points for range/ ammo weapons, or packets

Point and Click

Effect: This ability will affect anyone in a straight line. Remember to state your target before using an ability with point and click.

Cost: 5 points for short 10 for medium, 15 for long, 50 for field (field must have admin, and moderator approval.)

Radius

Effect: This ability will affect anything within its radius.

Cost: 10 points for short, 25 for medium, 50 for long, 100 for field (field must have admin, and moderator approval.)

FOCUS

Incantation

Effect: A phrase or sentence must be stated before the ability can be used.

Gain: 5 points per sentence. Max 5 sentences

Draw

Gain: The card for the ability being used must be in the player's hand.

Cost: 10 points

Stance

Effect: The player must go into some sort of stance, or pose, and maintain it for a certain period of time.

Gain: 5 point per second, to a maximum of 5 seconds.

Single Element

Effect: This effect only works against one element. Once it is picked it cannot be changed.

Gain: 10 points

Single Weapon

Gain: This effect may only be performed with a specific category of weapons, such as sword, or Polearms.

Gain: 5 points

Special Item

Effect: This ability requires a special item to cast, such as a musical instrument, or wand.

Gain: 5 points, though large items may grant a 10 if an admin deems it worthy.

Limit Break

Effect: this ability may only be used when the player is down to 1 HP.

Gain: 20 points

TECHNIQUES

Energy Substitution

Effect: You may change the element this effect is normally associated with to another of your choice. Once the new element is chosen, it cannot be changed.

Cost: 5 points

Draw on Strength

Effect: This ability may be used a number of times per game equal to the users strength, as opposed to stamina or mana.

Cost: 5 points

Employ Strength

Effect: Any effect that adds extra damage based on mana, or stamina instead adds the extra damage based off strength.

Cost: 10 points

Fusion

Effect: A complex ability, or series of abilities performed by multiple players. However the players describe it, this ability is a separate ability from there other abilities. Basically this attack must be performed by multiple players (minimum 2) at once and, any player that knows the ability may participate. Increase the power of this ability by .5 for every player involved to a maximum of 5 players.

Cost: 10 points to round down, 15 points to round up.

Energy Null

Effect: This ability has no element tied to it.

Cost: 5 points

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

Incantation: "Items name"

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

1: Potion: restores one hit point.

2: Hi-Potion: restores 2 hit points

3: X-Potion: restores 3 hit points

2: Ether: Restores 1 usage of an ability worth 50 points or less.

5: Hi-Ether: restores 1 usage of an ability worth 100 points or less.

6: Elixir: restores all lost hit points, and abilities

2: Antidote: Neutralizes and cures all poisons

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

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

4: Maidens Kiss: negates any form of shape changing ability

2: Soft: negates petrify

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

5: Remedy: negates any and all negative statuses.

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

Chemical Grenade

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

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

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

Element: Death

Materials: Grey 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

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

Element Shot

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

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 spell packet. The user of this skill must also have any spells used with this ability actively equipped to a slot.

Notes: -

Arcane Ammo

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: The spells stored in the ammo may only be packet spells.

Empyrean Ammo

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



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 Zeni	
Hi-Potion	20 Zeni	5
Ether	15 Zeni	
Hi-Ether	30 Zeni	5
Antidote	20 Zeni	
Eye Drops	15 Zeni	
Echo Grass	20 Zeni	5
Maidens Kiss	30 Zeni	5

ITEMS CONTINUED

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

MAGIC SCROLL SHOP

Effect Type	Cost per 50 data	Maximum per Game
Fire	20 Zeni	5
Water	10 Zeni	5
Earth	10 Zeni	5
Air	10 Zeni	5
Holy	20 Zeni	10
Light	15 Zeni	4
Dark	15 Zeni	4
Ice	20 Zeni	3
Lightning	20 Zeni	3
Sand	20 Zeni	3
Metal	20 Zeni	3
Death	50 Zeni	1

CARD SHOP

Effect Type	Cost per Data	Maximum per Game
Fire	20 Zeni	5
Water	20 Zeni	5
Earth	20 Zeni	5
Air	20 Zeni	5
Holy	30 Zeni	5
Light	30 Zeni	10
Dark	30 Zeni	4
Ice	40 Zeni	4
Lightning	40 Zeni	4
Sand	40 Zeni	4
Metal	40 Zeni	4
Death	100 Zeni	1
Cybernetics	1000 Zeni	2

