

## **Nodeka Skills "C"**

Written by Odinn  
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### **Canon of the second hammer:**

Usage: canon of the second hammer

The canon of the second hammer, is the rule, the code, of the second hammer. This ability can only be used in succession of the first hammer. If the bishop does not have the affect of the first hammer under his control, the second cannot be obtained.

The canon of the second hammer results in a radiating power of the hammer. This then results in the ability to hit more targets with the hammer. The effectiveness of the canon of the second hammer is based entirely on the user's wisdom. The duration of the canon of the second hammer is based on the user's constitution.

### **Celestial Ray:**

Usage: celestial ray direction

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From unknown origins came the celestial ray. Tsilloa herself revealed the pages which enlightened the high paladins to this power. These secrets have since been entrusted to their brothers-in-arms, the valiant jakaen. The user of celestial ray calls upon their deity for assistance. When answered, the deity causes a powerful beam of light to radiate from the hands of the user. Calling forth a celestial ray is no easy task and is very costly. If, however, it is successful, may the gods have mercy, for the beam will travel many leagues to strike down a mortal caught in its wake.

### **Channeled Anger:**

The ability to manifest one's internal rage into a physical form of threat. Channeled anger will attempt to freeze your opponent, temporarily rendering them unable to fight. This anger can be beat if the opponent is smart enough (intellect) to realize your attempt to intimidate them. Channeled anger is based on your willpower versus your opponent's intellect. Those who are well versed in the study of the mind are much less likely to be susceptible to this form of fear. However, most of the creatures in the realm are much less likely to have a well developed mind, as opposed to a well developed physique. This in itself is the main reason why this skill is so powerful.

### **Charge:**

Usage: charge direction

This skill has devastating power. It allows the user to specify a direction they wish to charge. When charging, the user can span several movements, doing damage to anything in his or her path. This ability has often been used for taking out large groups of creatures or bringing the occasional ambusher out of hiding. Charge costs a huge amount of endurance to use and increases its span based on the users constitution. Charging can be just as lethal to the user if

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used incorrectly -- beware.

If you happen to be in the path of a charger, it would be wise to take cover or eliminate the charger before they can get a second charge off. Successive charges tend to leave few standing ... and large blood paths in the wake.

### **Clairvoyance:**

The ability to use clairvoyance can be viewed as a blessing or a curse. If one is clever enough it is possible to find meaning in the erratic and often painful images. Be warned however, some visions may prove to be so chaotic that they will physically throw the clairvoyant to the ground.

### **Clashing taktikos:**

Usage: clashing taktikos target

Usage: clashing taktikos (when in battle - will only target opponent)

Being the strategic fighters they are, raiders have an edge in battle few can compare to and even fewer understand. One such ability is clashing taktikos.

Clashing taktikos is the tactic of continually maneuvering around an opponent such that he or she cannot escape battle. The unfortunate drawback of this strategy is the user himself or herself is also forced to stay in combat along with his or her opponent.

Although some forms of escape from battle may exist, most common forms are prevented.

The higher the raider's wisdom, the greater the raider's ability to prevent any chance of escape from battle the opponent may try. The greater the raider's constitution, the longer the raider is able to maintain the maneuvering around the opponent that is necessary to keep the opponent locked in combat.

### **Cloak:**

It is rumored that a thief learned in the art of cloaking can actually blend out of existence while he or she studies a target for weakness. Not much is known of this ability, other than it aids thieves in ways that give them a recognizably strong foundation for attack.

### **Climb:**

Usage: automatic

The climb skill is available to all classes and is specifically used to allow passage over rocky terrain (mountains). It is possible to fly over this type of terrain which does not require climb. However, it should be noted, even when you are flying over a mountainous terrain, your ability to climb may improve. The reasoning for this is simple.

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As you grow more familiar with a particular type of action, whether performing it yourself or watching others perform it, you can improve in your ability to perform the action. In succession, it is possible to improve your ability in some feat, not only by performing the event, but by being exposed to the aspects of the feat itself (in this case being exposed to the specific terrain type). Therefore, it is argued that by merely flying over the terrain type you can improve in your ability to traverse it by understanding its architecture from a distance.

Keep in mind, climbing is difficult and takes a lifetime to fully master. For more information see 'help swim'.

### **Collapsed ellipse:**

Usage: collapsed ellipse range (range is either: 'wide' or 'narrow' - defaults to 'narrow' if no range is supplied)

Only those with perfect or better than perfect dexterity can perform a wide collapsed ellipse.

Collapsed ellipse is an advanced skill of the adroit combat group. Adroit combat skills focus on well thought out, dexterous attacks. As such, adroit combat skills primarily focus on the user's dexterity to determine both ability to hit and ability to damage.

Collapsed ellipse can only be performed when a weapon is wielded. Collapsed ellipse uses gravity and momentum to reinforce an attack in a weaving circular pattern. This attack is performed by the user pointing his or her weapon directly outward, while the user himself or herself leans inward. At which point, the user begins to spin in a circle. The resulting attack is the collapsed ellipse.

When performing this attack, use caution. Multiple creatures can be hit by this skill.

The greater the user's constitution, the faster the user will recover from collapsed ellipse.

The valkyrian guild has recorded at least two hidden aspects to collapsed ellipse.

### **Concentrated Attack:**

Through greater wisdom, it's possible for one to improve their natural hitting and damage ability in every swing in battle. This improvement is called: concentrated attack. Concentrated attack requires the use of endurance to improve ones natural ability to deal out immense amounts of damage as well as being more accurate in battle. This dualistic bonus makes concentrated attack indeed powerful. The amount of wisdom one has acquired will reflect the bonus received from this skill.

### **Constricting hex:**

Usage: constricting hex target

Usage: constricting hex (when in battle - targets opponent)

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Constricting hex is a hex which attempts to dwarf the opponent's power. This hex performs that dwarfing by reducing the opponent's statistics based on the witch's intellect and wisdom.

Although short-lived, constricting hex can aid a witch greatly in battle, sometimes cutting her opponent's power in half. The duration the opponent is dwarfed is based on the witch's constitution.

### **Critical Attack:**

Usage: critical attack target

Amongst all of the forms of attacks, critical attack is one of the most useful and continually used. Critical attack will stay useful for a lifetime if you possess this skill. While incredibly powerful, it does take time to fully engage it's accuracy. There are two parts to critical attack that define its behavior:

First, critical attack can be used voluntarily, meaning you type in the command and target a foe with it. This form of critical attack is the most powerful, but requires time to locate a weakness in your opponent. You will begin searching out a weakness until either you locate one, or you fail to find one. If you fail to find a weakness in your opponent, you will take no action (you will not enter combat). The ability to make contact with a critical attack is based on your dexterity versus your opponent's agility. However, the success of finding a weakness in your opponent is based on your intellect and dexterity versus your opponents intellect. Thus a smart opponent knows how to hide their weakness much better than a foolish opponent.

Secondly, critical attack, once learned, has the possibility of engaging itself throughout battle, autonomously. This means, once you have learned critical attack, you may automatically attempt a critical on you opponent without using it as a command. As you become more and more skilled in critical, the likelihood of attempting a critical automatically drastically increases.

There are also rumors that remortals better understand the way of finding weaknesses and can therefore lay forth a more empowered attack.

### **Cubic Dissonance:**

Syntax: automatic (this skill is used and improved automatically)  
Usage: only works when the user has achieved 100% skill mastery

This skill allows the user to break the planar binding that other hunters have burdening them by a target's dissonance (disturbing sounds). This sound is related to 'hearing' the very life force of a being. Thus, the necromancer has specific reign due to their inherent understanding of life and death.

This allows the user to expand beyond the planar (or two dimensional) confines other hunters are contained within. Simply put, the user can hunt targets that reside above or below the user's current location. Take heed, this skill may be more powerful than it seems.