

## Nodeka Skills "B"

Written by Odinn  
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### **Bash:**

Usage: bash target

Usage: bash (when used in battle, if no target is supplied, automatically targets opponent)

A lesser form of stunning your target, bash will attempt to utilize some of your endurance to knock the victim to the ground, leaving them temporarily incapacitated. It is quite possible for your opponent to predict and parry your bash, thus leaving you to fall to the ground, causing a temporary inability to defend yourself. This skill may be used to initiate combat, in addition to during a battle.

### **Banded smiting initiative:**

Usage: banded smiting initiative target

Banded smiting initiative is a basic combat initiative skill. Combat initiative skills focus on aspects of battle that can only be performed at the beginning of combat. Therefore, banded smiting initiative can only be performed to initiate battle.

Smiting initiative is a skill that takes advantage of an opponent's lack of anticipation of attack. Due to this, the attacker can deal a decent amount of damage and then continue using other skills immediately.

The damage done by smiting initiative is based entirely on the user's strength.

Banded smiting initiative has a moderate prevention period. Basic combat initiatives can be used again after banded smiting's prevention has worn off.

### **Bandit tactic of enmeshing:**

Usage: bandit tactic of enmeshing target

The enmeshing tactic of the bandit is a skill which constricts a target's movement. This skill is usable without initiating battle, which makes enmeshing a target relatively easy.

Like some of the most powerful footpad abilities, bandit tactic of enmeshing is only at its full potential when used by a thief with better than perfect dexterity. As with most things related to thieving, bandit tactic of enmeshing's effectiveness is entirely related to the footpad's dexterity.

The recovery time before using another bandit tactic is related to the footpad's constitution.

### **Battle stance:**

Usage: battle stance target

Usage: battle stance (when used in battle, if no target is supplied, automatically targets opponent)

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During battle, one may wish to form a solid, defensive position, known as a battle stance. While this will allow you to focus most of your energy on defending yourself, you will not be able to do anything else, and, as you will remain still, you will become an easier target to hit. However, the protection you receive from forming such a concentrated position will be most useful for resisting damage.

### **Beguile:**

Usage: beguile target  
Usage: beguile (when already in battle - targets opponent)

Sometimes beauty can be an intended distraction. One which can be used to gain an upperhand in combat. Beguilement is one such ability.

Using the valkyrie's willpower against the willpower of the target, if successful the valkyrie can temporarily confuse and charm an opponent. This confusion and charm will make the target; less likely to fight back effectively, more easy to hit and more easy to damage.

### **Behest of the angel:**

Usage: behest of the angel target  
Usage: behest of the angel (when used in battle, if no target is supplied, automatically targets opponent)

Behest of the angel calls forth the seraphim within the paladin. Due to this ability being divine, only those paladins of perfect alignment may call it forth. In addition, due to the damaging nature of this skill the paladin is taxed a great deal of alignment.

When the angel is called forth a beam of light like no other beam of light is laid down upon the paladin's foe. The efficiency of the seraphim beam is based solely on the paladin's willpower. The duration of the angelic power is based on the paladin's constitution. In addition, the greater the paladin's constitution the more quick the recovery time will be.

### **Berserk:**

Usage: berserk target  
Usage: berserk (when used in battle, if no target is supplied, automatically targets opponent)

Berserk will convert some of you endurance into a sudden burst of power and strength, greatly enhancing your damage, but limiting your intelligence and clarity of mind. While in this state, it will be difficult for you to do anything but focus your energy upon killing your target -- but killing your target is exactly what you will do.

### **Berserkers focus:**

Usage: berserkers focus

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Like the valkyrie, barbarians may lack intellect and wisdom, but tend to carry with them a will of steel. When this will is developed to a certain extent it is possible for the barbarian to seek shelter within their own forceful, mental protection. Berserkers Focus attempts to improve the barbarian's natural resistance by using their own willpower to simply focus on "mind over matter." It has been passed on, that the Great Ishtl barbarians could focus with such dedication that they could fight armies of men at once, and leave the battlefield unscathed.

### **Blackening of the thieves guild:**

Usage: blackening of the thieves guild (self-only)

Blackening of the thieves guild is an oe naj'k aura prevention ability. Naj'k abilities fall within the sphere of the mystical naj'k aura. Abilities of the naj'k and grei aura have been rumored to be influenced by mystical factors outside of the abilities themselves.

Blackening is a master shadow art. This skill attempts to blacken the very existence of the user, thus becoming impossible to see (by any form of detection). Unlike other forms of being hidden, blackening is a repression of existence - the user is not merely 'hiding', the user is dissipating his or her presence in this plane of existence. Thus, blackening of the thieves guild can only be performed by the most highly trained footpads of deception, those who remain nameless.

The effectiveness of blackening is based on the user's agility and willpower. The duration of blackening is based on the user's constitution.

### **Breeze of hand:**

Usage: breeze of hand target

Usage: breeze of hand (when already in battle, this ability will automatically target your opponent if no target is supplied)

Breeze of hand is an intermediate hand form. The skill, while magical in nature, uses the hands to control sand blades which are created by the magical energy of the user. The primary nature of the skill is based in the user's ability to control the form of the hands in order to accurately aim the sand blades. This control comes from both dexterity (hand-eye coordination) and wisdom (lore understanding).

The sand blades fired from the palms of the user do earth based damage.

Breeze of hand is highly accurate, and while it can be dodged or parried, it rarely misses without opponent intervention.

The damage done by breeze of hand is based on the user's wisdom and dexterity. The prevention time incurred by breeze of hand is controlled by the user's constitution. The more constitution the user has, the faster the recovery period is to use another intermediate hand form.