

Nodeka Skills "D"

Written by Odinn
Friday, 11 January 2008 18:32 -

Defensive Stance:

Usage: defensive stance target

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

The stance of defense. At certain times it's extremely important to be able to understand defending oneself and this skill is the formation of that defense. While this will allow you to focus most of your energy on defending yourself, you will not be able to do anything else. However, the protection you receive from forming such a concentrated position is most useful for resisting all sorts of incoming attacks.

Defenders Discipline:

Usage: defenders discipline

When one has aspired to medium level of understanding armor, it's possible to begin to focus your mind more solely on how better to use that armor. The skill, defenders discipline, will attempt to improve the armor rating you currently have by using your intellectual understanding of how armor works. Understanding the kinks, holes, and whatever else that might make your armor ineffective in battle is exactly what this skill focuses on. Defenders discipline works directly with your current armor rating and improves it accordingly with your intellect and wisdom. The higher the wisdom you have attained, the greater the benefits this skill will incur. Hearsay tells us that knights and raiders of intellectual mastery and mastery of wisdom have been able to almost double their protection of their current armor with this skill. Albeit, no one has seen such a master in a long, long time.

Defying prayer:

Usage: defying prayer (self-only)

The valkyries have an interesting relationship with the gods. Sometimes, it seems they are openly disrespecting the gods. Other times, it seems they are defying the gods. To the valkyrie, this could not be farther from the truth.

The valkyries mean not to disrespect the gods, nor to defy them. They merely pray for the ability to defy, and this skill can grant such power.

When successful, defying prayer will enhance another defiant behavior. The affects that are granted from this prayer are not entirely clear, but have been rumored to be several.

The valkyrie's agility determines the duration of the prayer's affects. The valkyrie's constitution determines the recovery time before being able to use another prayer.

Deific amelioration:

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Usage: deific amelioration (self-only)

Deific amelioration, rough translation: divine healing. This skill, while merely an intermediate healing prevention ability, has incredible potential.

The amount of healing that is done by deific amelioration (applicable to the user only) is based on the user's wisdom, level and alignment. Wisdom, by far, plays the largest role in the amount healed.

Unlike nearly all other healing abilities, deific amelioration does not heal health.

The prevention time incurred by deific amelioration is based on the user's constitution.

Dodge:

Usage: automatic

Dodge is the ability to avoid damage in the most straight forward manner possible: by moving. Dodging is the art of "getting the heck out of the way before being hit" and applies for a large variety of attacks. Even some magical attacks are dodgable - however dodging usually applies to physical attacks.

The ability to dodge is directly connected to the user's agility versus the attacker's dexterity. The more agile the dodger, the more likely the attack will be dodged. The more accurate the attacker, the more likely the attack will land successfully. However, there are other factors outside of agility and dexterity, for one a high dodge skill rating is always a bonus. Raw skill is always needed first and foremost to perform a successful dodge.

Interestingly enough, cave drawings found on Mhaldryn when it was first discovered seemed to contain information regarding what some have considered to be dodging techniques. The images have been interpreted as follows:

"The drawings show two creatures fighting one another. In the fifth drawing, one of the creatures makes a gesture of aggressiveness towards the other creature. In drawing seven, just as the first creature is about to make contact with its swipe, its target disappears. The targeted creature then reappears in the following drawing, but this time, behind the attacking creature, not in front. The rest of the drawings seem inconsequential.

Above the drawings from right to left are what seem to be two intentionally placed figures. The first figure contains two slashes, one horizontal and one vertical with the middle of the horizontal slash touching the top of the vertical slash. The second figure consists of two slashes as well, yet in this figure both slashes move in a diagonal direction; one slash drawn from the top left to bottom right, the other slash drawn from top right to bottom left. Both slashes intersect at their midpoints."

Strange...

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For more help, see help parry, help evasion.

Dragon stance:

Usage: dragon stance target

Usage: dragon stance (when already in battle)

An adept monk can achieve an incredible burst of physical vigor through the use of a dragon stance. Employing their supreme knowledge of their own physiology, through intense muscle control and weight transfer techniques, a monk can form what is known as the "dragon" stance. The raw power of this stance is directly affected by the strength of the user. An enormous amount of concentration and power is required by this skill and as such, it cannot be used very often. The duration of the stance is dictated by the constitution of the user. It has been rumored that a master of the dragon stance can achieve almost god-like battle skills for a short period of time.