

DARK MAGE SKILLS

Current MP Regeneration:

Level Description

Skill features

1	Equipment Proficiency: Staff & Mage Armor (Passive, 5 Ranks) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> You gain full bonuses when using selected equipment depending on rank. <i>Note: Every rank missed will halve the equipments effects (/2 /4 /8 /16 /32).</i>	Gain: Staff and Mage Armor bonuses Proficiency Rate: 1 up to 5 / 6 up to 10 / 11 up to 15 / 16 up to 20 / 21 up to 25
	Conjurer's Wrath (2 Actions, 3 Ranks) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Summon a dark orb. Choose one of the following: 1. Standard Orb: Cast single target orb spell. 2. Boosted Orb - Sacrifice 30% max HP: Cast orb (radius 3m). 3. Maximum Orb - Sacrifice 50% max HP: Cast orb with Poison effect for 2d3 rounds (radius 3m). - <i>Poison: At the start of your turn, 50% chance to take 5% of max HP damage.</i>	MP Cost: 30 / 35 / 40 Range: 10m Skillpower: 2 / 4 / 6 Pierce Rate: 1d8 / 2d8 / 3d8
	Lifechannel (1 Action, 2 Ranks) <input type="checkbox"/> <input type="checkbox"/> Link yourself with the target, both stay linked up to 6m. With an active link you heal every end of your turn. Only one link can exist at once.	MP Cost: 30 Range: 4m Pierce Rate: 1d4 / 2d4 Heal: Int + Pierce Rate
3	Slow Zone (1 Action, 2 Ranks) <input type="checkbox"/> <input type="checkbox"/> Target a zone. Everything in the selected zone gains Slow status. Slow Zone will disappear in 3 rounds time. - <i>Slow: You move at half speed.</i>	MP Cost: 20 Range: 10m Radius: 2m / 4m
	Goodnight (1 Action, 2 Ranks) <input type="checkbox"/> <input type="checkbox"/> Target a zone. Everything in the selected zone will gains Sleep status. Goodnight has a Sen Save to completely ignore the effects and a normal save to Wake Up. - <i>Sleep: You cannot take actions.</i>	MP Cost: 30 Range: 5m Radius: 1m / 2m Sen Save: 15 + WR / 20 + WR Wake Up: 95 (-5 for every round asleep)
	Detect Fear (1 Action, 2 Ranks) <input type="checkbox"/> <input type="checkbox"/> Target one, detect target's greatest fear. Re-use this skill to give the target Fear status for 2 rounds. Detect Fear has a Int Save to completely ignore the effects. - <i>Fear: You lose an equipment proficiency rank.</i>	MP Cost: 10 Range: 15m Int Save: 20 + WR / 30 + WR
5	Shadow Clone (1 Action, 3 Ranks) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Summon a shadow clone within range on a free spot. Higher ranks in Shadow Clone will give you the following effects: - Rank 2 - Control Clone: At the start of your turn, choose if you act yourself or with your clone instead. - Rank 3 - Shape Clone: Summon a clone in any form you want. <i>Note: Clone will unsummon if it is attacked.</i>	MP Cost: 30 Gain: - / Control Clone / Shape Clone Range: 6m
	Clonewarp (Instant, 1 Rank) <input type="checkbox"/> Warp to your clone. The clone will unsummon.	MP Cost: 0
	Magic Drain (1 Action, 2 Ranks) <input type="checkbox"/> <input type="checkbox"/> Regenerate MP from one corpse in range. Only usable once per corpse.	MP Cost: 0 Range: 2m MP Regen: Target Int / Target Int x2
	Nightmare (2 Actions, 3 Ranks) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Everything sleeping in range gain Nightmare status. Nightmare has an Int Save to completely ignore the effects. If the greatest fear is included into the nightmares of the targets, then all negative status effects are doubled. - <i>Nightmare: You cannot take actions. At the start of your turn, roll d100. Check the following depending on roll: (1-5: You instantly die, 6-15: You lose 20% of current HP, 21-30: You lose 5% of current HP, 31-70: Nothing happens, 71-95: You wake up next turn, 96-100: You wake up immediately and you are able to take your turn).</i>	MP Cost: 60 Range: 4m / 5m / 6m Int Save: 25 + WR / 30 + WR / 40 + WR
8	Ray of Darkness (1 Action, 1 Rank) <input type="checkbox"/> Shoot a dark ray that travels through targets, dealing damage to all in range.	MP Cost: 50 Piercerate: 1d4 + 1d6 + 1d8 Range: 6m Skillpower: 7
	Magic Skin (Instant Toggle, 2 Ranks) <input type="checkbox"/> <input type="checkbox"/> This is a magical barrier you can either toggle on or off: - <i>Toggle on: Instead of taking HP damage, take MP damage.</i> - <i>Toggle off: Take damage as usual.</i>	MP Cost: 0 MP for HP Ratio: 2 for 1 / 15 for 1
	Silence (2 Actions, 1 Rank) <input type="checkbox"/> Target in range gains Silence status. - <i>Silence: You cannot use skills until silence is cured.</i>	MP Cost: 70 Range: 10m Int Save: 30 + WR
10	Haste of the Conjurer (Instant Action, 1 Rank) <input type="checkbox"/> You gain Haste of the Conjurer status: - <i>Haste of the Conjurer: You gain 4 extra actions next turn. In this turn only one action can be used for movement. Note: You can only move once next 2 turns.</i>	MP Cost: 0