

White Knight Chronicles - Incorruptus & Georama Jumpchain Supplement

(Version 1.1: Georama Update)

This supplement is meant for customization of the Knight and Georama options located in the White Knight Chronicles Jumpchain CYOA.

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Part 1 - Knight Arc & Incorruptus Section

This half of the supplement is dedicated to building and customizing your Incorruptus or "Knight" as I will be calling it frequently.

(You begin with 1000JP or "Jewel Points" for use in this section by default, though more is possible through an option in-Jump)

-----**(Stats and Ranking Breakdown)**-----

In this section, we will begin with how you'll be finding and deciding the various basic parameters and abilities of your Knight or "Incorruptus". In this section we will explain "Stats", "Ranks" and how they interact with "Parts".

We'll also cover the "Appearance" of your Knight, Knight Arcs and Imports a bit at the end. The first thing we'll go into are basic summaries for the five different stats, each found below.

-----("Basic Stat" Summaries)-----

(Strength) - Your Knight's "Strength" Stat determines how much physical force they're able to generate. It should go without saying, but the higher its Strength is, the better your Knight will be at things like jumping, lifting things or attacking with melee attacks.

(Durability) - Your Knight's "Durability" Stat rather obviously determines how resistant to taking damage it is. Your Knight's Durability helps reduce both physical and magical attacks, so no need to worry about that.

(Precision) - Your Knight's "Precision" determines how responsive it is. Precision is also a blanketing stat that determines various things such as flexibility, reflexes, dexterity, agility, speed and more.

(Magic Potency) - Your Knight's "Magic Potency" decides how potent different magical abilities and powers used by your Knight are. Unlike the other stats, Magic Potency actually relies on the Pactmaker's own magical ability as a base, allowing it to grow with them.

(Magic Efficiency) - Knights consume the Pactmaker's magic power to operate, using them as a sort of magical battery. Magic Efficiency is, as you can guess, how efficient your Knight is at burning your magic. The more efficient, the less magic they need to work, and the longer you can sustain them.

-----("Ranks" Summary)-----

After the Basic Stats comes Ranks. The "Rank" of a stat determines how effective it is, the higher the number the better. Ranks begin at Rank 1, but can go as high as Rank 30, or as low as 0. Rank 1 is the base for a stat, and every additional Rank is equal to increasing it by the amount of Rank 1. Basically, Rank 2 is twice as good as Rank 1, Rank 3 is three times as good, and so on.

Rank 0, only achieved by lowering it somehow, almost neutralizing the stat completely. Rank 0 durability would make your Knight brittle, while Rank 0 Precision would render it near immobile, as examples. As you may have guessed, you increase the Rank of Stats via purchasing different things found below, the easiest way being "Parts".

Note: For "Imported" mechs, these ranks do not replace or multiply base parameters of the mech, instead stacking on top of the old parameters.

-----("Parts" Summary)-----

Knights are divided into five different "Parts". The Arms, Legs, Torso, Head and Core. Different Arms, Legs, Torso and Heads will all be available for purchase, with Arms and Legs coming in pairs and the Core being able to be upgraded directly.

The greater significance behind Parts, is that they each have unique Stats and Ranks. Basically, not only do they each track stats separately, meaning Strength on the Head could be higher or lower than Torso Strength, what that stat does is different for each part!

We'll cover what the differences are below. Using that table with the knowledge you collected above, you should be able to get an approximation on the abilities of your Knight by the end of the build process.

Note: Imported mechs are not required to replace old parts with new ones, though they have that ability. Instead, if desired, they have the ability to apply the benefits of a part to the relevant piece of their imported mech.

The one exception to this is the Core, which must be implanted somewhere in the mech, as it is required to power magic abilities and systems.

(HEAD)

(Strength) - Strength on heads directly impacts neck strength, as well as mental strength. This increases the Pactmaker's willpower when they assume the form of their Knight, as well as their ability to headbutt the hell out of things.

Rank 1 of "Head Strength" grants enough neck strength to topple small trees with a single headbutt. Rank 10 would allow your Knight to fracture Troll skulls with a single blow. Rank 20 would allow you to shatter stone.

Rank 30 would allow you to crack even the skulls of Dragons with your Knight's brain case, though without the durability to go along with these tiers of Strength you're likely to hurt yourself just as much as the enemy.

(Durability) - Durability on heads directly impacts how durable they are, as well as mental fortitude. Higher Durability the head of the Knight's ability to endure physical and magical damage, and increases the Pactmaker's ability to endure mental damage in Knight form

Rank 1 of "Head Durability" grants your Knight's Head the durability of the giant, leathery Trolls that populate this world. Rank 10 would give it the durability of the magic infused Golems wandering various ruins. Rank 20 would leave it comparable to sturdiness of a Dragon's skull.

Rank 30 would render your Knight's Head as difficult to damage as the walls of a mighty fortress built to withstand siege after siege.

(Precision) - Precision on heads increases both sensory acuity and the range of movement of the Knight's neck. The higher Precision is, the better the Pactmaker's senses of sight, hearing and touch are, while smell and taste are being excluded due to the lack of a nose or tongue. Higher Precision also allows the Knight to bend and twist its neck more.

Rank 1 of "Head Precision" grants your Knight stiff range of movement in the neck and senses on par with healthy adult humans. Rank 10 grants them a more normal range of movement, as well as hawk-like sight. Rank 20 allows them to look directly behind them, and hear things outside the normal human range.

Rank 30 allows them to spin their head 360 degrees no problem, minor tremor sense, telescopic vision and the ability to easily pick up high and low frequency sounds outside the human spectrum.

(Magic Potency) - Magic Potency on heads impacts mental acuity, in addition to increasing the potency of unaligned or "pure magic" spells and abilities such as Divine Magic in Knight Form. This helps with thinking more clearly in addition to making the above magic more potent in Knight Form.

Rank 1 of "Head Magic Potency" allows an average adult piloting the Knight to cast a basic healing spell with as much potency as the average mage would. Rank 10 would allow them to cast it with ten times the potency. Rank 20 would allow twenty times the potency.

Rank 30 being thirty times the potency. (Special note: The magic focusing properties of your Knight are specially tuned to empower the local magic, and as such it won't empower otherworldly magic to nearly the same degree.)

(Magic Efficiency) - Magic Efficiency is the simplest stat of all, affecting how efficient the Head is with the magic it needs to work. The higher your Magic Efficiency Rank is, the less magic the Head needs to operate.

Rank 1 of "Head Magic Efficiency" means the part drains about a 4th of the average adult's reserves of magic after 3 minutes. Rank 10 means it would drain a 4th after 30 Minutes. Rank 20 means it would take 60 Minutes.

Rank 30 means it would take 90 minutes to drain a 4th of the average adult's magic reserves. The average mage would be able to sustain the Head twice as long as the average adult, and an old, experienced mage would last four times as long.

(TORSO)

(Strength) - Strength for torsos improves core strength, similar to humans. Higher "Torso Strength" basically makes every physical action of your Knight easier, improving balance and the ability to transfer force to its limbs.

Rank 1 of "Torso Strength" would simply help your Knight walk in a straight line heel to toe without too much awkward movement. Rank 10 would allow you to easily balance on one foot for extended periods of time. Rank 20 would allow your big, heavy Knight to perform cartwheels and flips with relative ease.

Rank 30 would make it extremely hard for you to lose your balance while transformed into your Knight, even when launched by enemy attacks you can usually find it in you to recover in the air.

(Durability) - Durability for torsos simply affects how durable it is, how resistant it is to physical and magical damage. This is very important however, given that the torso houses the core, the most vital area for Knights to operate. Higher Torso Durability, safer core.

Rank 1 of "Torso Durability" grants your Knight's Torso the durability of the giant, leathery Trolls that populate this world. Rank 10 would give it the durability of the magic infused Golems wandering various ruins. Rank 20 would leave it comparable to sturdiness of a Dragon's body.

Rank 30 would render your Knight's Torso as difficult to damage as the walls of a mighty fortress built to withstand siege after siege.

(Precision) - Precision on torsos improves the range and finesse of movement of your Knight's Torso. This also helps with balance, like Torso Strength, but mostly centers on how flexible it is. Higher Torso Precision allows the Knight to twist and bend in more and more surprising ways.

Rank 1 of "Torso Precision" leaves the Knight a bit stiff, though sensibly so considering what it is. Rank 10 gives it a normal human's range of movement. Rank 20 grants an acrobat's range of movement. Rank 30 puts your Knight's flexibility at the level of professional contortionists.

(Magic Potency) - Magic Potency on torsos is a bit similar to Strength. Due to the Torso housing the Core, it's the piece in charge of filtering magic to the other parts of the Knight. The higher Magic Potency is for your Torso, the easier it is to filter magic to your Knight's limbs, reducing casting and charge up times

Rank 1 "Torso Magic Potency" allows an average adult piloting the Knight to cast a basic healing spell about 5% faster than normal. Rank 10 would allow them to cast it about 50% faster than normal. Rank 20 would allow them to cast it 100% faster than normal.

Rank 30 being 150% faster than normal. (Special note: The magic focusing properties of your Knight are specially tuned to empower the local magic, and as such it won't empower otherworldly magic to nearly the same degree.)

(Magic Efficiency) - As previously mentioned, due to the Torso housing the Core, it is the part in charge of filtering magic everywhere else. The higher your Torso's Magic Efficiency, the more efficient it and transfer of magic becomes.

Rank 1 "Torso Magic Efficiency" means the part drains about a 4th of the average adult's reserves of magic after 3 minutes. Rank 10 means it would drain a 4th after 30 Minutes. Rank 20 means it would take 60 Minutes

Rank 30 means it would take 90 minutes to drain a 4th of the average adult's magic reserves. The average mage would be able to sustain the Torso twice as long as the average adult, and an old, experienced mage would last four times as long.

(ARMS)

(Strength) - Strength on Arms increase the amount of physical force they can generate. The higher your Arm Strength is, the better your Knight will be at punching, lifting, throwing, swinging melee weapons, crushing things with its bare hands and so on and so forth.

Rank 1 "Arm Strength" would simply allow your Knight to simply pick up adult humans and livestock with one hand. Rank 10 would allow your Knight to pick up and throw some of the larger creatures in this world like Trolls to the ground.

Rank 20 would allow your Knight to send Dragons and other similarly sized monsters flying through a castle wall with a proper haymaker. Rank 30 would allow your Knight to wield the heaviest equipment available to them with deadly ease, no visible strain.

(Durability) - As with Torsos, Durability on Arms simply makes them more resistant to physical and magical damage. Being less vitally important to your continued survival though, Arms with high Durability are great for blocking enemy attacks to protect your Knight's face, torso and other vital areas, or just intercepting enemy attacks on something else you wish to protect.

Rank 1 "Arm Durability" grants your Knight's Arms the durability of the giant, leathery Trolls that populate this world. Rank 10 would give it the durability of the magic infused Golems wandering various ruins. Rank 20 would leave it comparable to sturdiness of a Dragon's limbs.

Rank 30 would render your Knight's Torso as difficult to damage as the walls of a mighty fortress built to withstand siege after siege.

(Precision) - Precision on Arms improves range of movement, dexterity and the speed at which you can move your Arms. The higher your Arm Precision is, the faster and more precise your Knight's Arms become, in addition to granting them a wider range of movement options.

Rank 1 of "Arm Precision" grants your Knight's Arms about the dexterity and speed of a below average human. Rank 10 would give them the ability to punch with the speed of an average boxer and the precision of an artist.

Rank 20 grants the speed of an experienced martial artist and the precision of a watch maker. Rank 30 puts them at superhuman speed and dexterity, plus you'd be able comfortably to lick your elbow if your Knight had a tongue!

(Magic Potency) - Magic Potency on Arms directly improves Fire and Earth elemental abilities and spells, as opposed to unaligned magics like Magic Potency on Heads. The higher your Knight's Magic Potency is on Arms, the better they will be at utilizing magic abilities focusing on crushing, puncturing and immolating, or protecting against it.

Rank 1 of "Arm Magic Potency" allows an average adult piloting the Knight to cast a basic fireball spell with as much potency as the average mage would. Rank 10 would allow them to cast it with ten times the potency. Rank 20 would allow twenty times the potency.

Rank 30 being thirty times the potency. (Special note: The magic focusing properties of your Knight are specially tuned to empower the local magic, and as such it won't empower otherworldly magic to nearly the same degree.)

(Magic Efficiency) - Magic Efficiency on Arms makes them burn magic more efficiently, simple as that. The higher Magic Efficiency is, the less magic your Knight's Arms will burn, and the longer you'll be able to sustain the Knight as a whole.

Rank 1 "Arm Magic Efficiency" means the part drains about a 4th of the average adult's reserves of magic after 3 minutes. Rank 10 means it would drain a 4th after 30 Minutes. Rank 20 means it would take 60 Minutes.

Rank 30 means it would take 90 minutes to drain a 4th of the average adult's magic reserves. The average mage would be able to sustain the Arms twice as long as the average adult, and an old, experienced mage would last four times as long.

(LEGS)

(Strength) - Strength on Legs increases the physical force they can generate. This helps with kicking and stomping enemies into a fine paste, as well as allowing your Knight to make better leaps and bounds. The higher Strength is, the better they can stomp and jump around.

Rank 1 "Leg Strength" would allow your Knight to leap around a couple meters off the ground. Rank 10 would allow for knock enemies the size of your Knight back and off their feet. Rank 20 would allow them to easily jump over or knock down normal castle walls.

Rank 30 would enable them to turn every step into a great leap, and allow them to bifurcate enemies like Dragons or Trolls if they land a proper kick correctly.

(Durability) - Durability on Legs does the same job it does elsewhere, make them resistant to physical and magical damage. It's important to have durable legs, as they are your primary method of transportation. Destroyed or crippled legs just leave you a sitting duck, and that ain't good.

Rank 1 "Leg Durability" grants your Knight's Legs the durability of the giant, leathery Trolls that populate this world. Rank 10 would give it the durability of the magic infused Golems wandering various ruins. Rank 20 would leave it comparable to sturdiness of a Dragon's limbs.

Rank 30 would render your Knight's Torso as difficult to damage as the walls of a mighty fortress built to withstand siege after siege.

(Precision) - Precision on Legs increases the speed at which you can move them, as well as how precisely you can move them. The higher your Leg Precision is, the faster your Knight will be able to run or kick, and the better it'll be at making precise movements like sharp turns or running along a narrow walkway.

Rank 1 "Leg Precision" puts you a bit below an average adult human scaled up to the size of your Knight. Rank 10 puts you on the level of an experienced dancer on technique and average track star for running speed. Rank 20 on the level of a trapeze walker for precision and Olympic runner for speed.

Rank 30 grants superhuman precision leg movement and allows your Knight's legs to move so quickly they look more like a blur at top speed for normal humans.

(Magic Potency) - Magic Potency on Legs controls how strong your affinity for Water and Wind based magical abilities and spells are. The higher the Magic Potency on your Knight's legs, the better it'll be at using magical abilities that shock, slice, slam and freeze enemies.

Rank 1 of "Leg Magic Potency" allows an average adult piloting the Knight to cast a basic Wind Blade spell with as much potency as the average mage would. Rank 10 would allow them to cast it with ten times the potency. Rank 20 would allow twenty times the potency.

Rank 30 being thirty times the potency. (Special note: The magic focusing properties of your Knight are specially tuned to empower the local magic, and as such it won't empower otherworldly magic to nearly the same degree.)

(Magic Efficiency) - Magic Efficiency on Legs makes them burn magic more efficiently, just like on the other parts. The higher its Rank, the less magic they'll need to run and the longer you'll be able to sustain your Knight.

Rank 1 of "Leg Magic Efficiency" means the part drains about a 4th of the average adult's reserves of magic after 3 minutes. Rank 10 means it would drain a 4th after 30 Minutes. Rank 20 means it would take 60 Minutes.

Rank 30 means it would take 90 minutes to drain a 4th of the average adult's magic reserves. The average mage would be able to sustain the Legs twice as long as the average adult, and an old, experienced mage would last four times as long.

(CORE)

Instead of unique effects, increasing the Rank of Stats on your Core applies the increase to all other parts by an equal amount. Purchasing one additional rank of Magic Potency for example, will increase the Rank of Magic Potency on all other parts by one.

-----("Appearance")-----

Despite the whole "buying parts" thing, you actually get a surprising degree of control over your Knight's appearance. Before we begin with what you can do, first we'll go into what's consistent between Knights.

All Knights start off at seven meters tall, with two arms, two legs, a single head, a torso and no additional body parts visible such as tails or something. All Knights appear to be primarily made of metal with bodies stylized to look like armor, for the most part.

From there, you have direct control over the details of your Knight like color palette and what exactly their armor looks like.

You may add a few decorations as well, such as capes, ceramic mask faces, helmet ornamentation like feathers or hair and more, but try to keep conservative with that, still needs to look somewhat like armor after all.

The only other thing to note is Stats influence the shapes and forms of Parts. Strength tends to either grant dangerous things like edges or spikes, or makes parts of the body like chest or stomach mimic musculature. Durability tends to make the Knight's parts bulkier or heavier looking.

Precision tends to streamline or slim down Parts, making them more aerodynamic or lightweight. Magic Potency tends to make parts more ornate, adding things such as gems or engravings. Magic Efficiency has no effect on appearance.

You have quite a bit of control over how much the Stats of your Knight influences its appearance, but the higher a Stat is on a Part, the more prominent its effects on appearance will be. How the effects of different high ranking stats on single parts mix together is up to you.

-----("Knight Arc")-----

Mm, one more thing before I let you go buying things. Your Knight Arc is the tool that you use to summon/become your Incorruptus. Upon using the Knight Arc, your Knight will be summoned around you, your consciousness transferring to them until you release it or run out of magic to sustain it.

The Knight Arc's appearance doesn't seem to matter as much as you'd think, with known examples being a gauntlet and short sword, a mask, a belt, a bow and even an orb shaped top.

You may choose the shape and appearance of your own Knight Arc and how it's activated, with the only real requirements being that it's fairly light and it aesthetically matches up with the Knight itself. The best way of doing the second is just matching the color schemes.

Activation is usually something simple paired with a short phrase, such as just putting your Knight Arc on if it's an accessory or article of clothing and saying a few key words in the right order.

-----("Mech Import")-----

When importing a Mech instead of making a Knight from scratch, there are many important things for you to know. First of all, you will still get a Knight Arc, which will contain your Mech until such time that it is needed.

Secondly, you may choose whether you pilot your imported Mech using the old way, or if you wish to switch to the Knight's control scheme. For clarification, the Knight way would allow you to control the mech like it was an extension of your body, special systems activated at will.

Third, the Mech will be outfitted with the Knight's magical systems, and price of sustaining these systems is scaled up or down depending on how much bigger or smaller the mech is compared to a standard Knight, which is 7 Meters Tall.

Forth, Stat Ranks given by Parts, Weapons and "Other" apply on top of your Mech's previous abilities. They do not multiply them. Fifth, you may choose how much "Parts" affect the appearance of your Mech, from not at all to extremely.

Sixth, some "Other" options specify Weapons from specific groups found in this Supplement. If your Mech had any weapons systems brought in with them and you wish to select these weapons for those options, use your best judgement and match them with the closest category.

Missile Launchers don't go with Shields, and Beam Sabers don't go with Projectile Weapons. Seventh, when purchasing Parts, your Mech no matter how complicated will be divided into four sections, Head, Torso, Arms and Legs. Purchased Parts will apply their stats to the matching section of your Mech.

Eighth and finally, purchased Weapons will scale appropriately to the size of your Mech, so you don't have to be worried about something too big or too small.

-----(**Parts/"Armor"**)-----

This section is where you'll be putting your Knight together, purchasing Parts and upgrading your Core. Before we move forward, there are a few important things to cover. First off you begin with a free, "Default Set of Parts" that grants +1 Rank to All Stats.

The first time you buy a Part from a section below, it costs 50JP. The second is 100JP, while the third is 150JP and the price continues to go up in that fashion. This means to trade your Default Set out for more powerful Part Set costs 200JP, while buying a second set would total up to 400JP and so on.

Next, you can only equip one Part per section at a time, but out of battle you'll be able to replace Parts with other parts in your possession. This allows you to adjust your Knight as needed for different types of missions, if you choose to buy additional parts that is.

Below, you'll also notice that Parts in different sections carry different names, such as "Jupiter Head" and "Jupiter Legs". This is because every single Part is part of a Part Set. By equipping all four Parts from a Part Set at the same time, you gain the Set Bonus, and the Stats given by the parts are increased by 1/3rd. That being said, feel free to mix and match at your leisure.

(Examples: Equipping the Prometheus Set causes each part to grant +28 Magic Efficiency instead of +21. Equipping the Odyssey Set causes each part to grant +4 to all stats instead of +3.)

-----(**"Core Upgrade Station"**)-----

-(50JP+) - "Core Upgrade": Here is where you upgrade your Core. By default, your Core grants your Knight "Rank 1" in each of the five stats, on all parts. Every purchase of "Core Upgrade" allows you to increase the passive Rank of a Stat of your choosing by 1.

This means by purchasing 1 Rank of Strength, all parts would get 1 Rank of Strength. This can be purchased as many times as you desire, allowing you to cover your Knight's short comings or maximize their strengths.

-----("Heads")-----

-**"Odysseus Head"**: +3 to All Stats. The Odysseus Head focuses on no one Stat in particular, treating all Stats equally and making it an alluring option for those who treasure versatility. The Odysseus Head's value comes from the boosted Stats each playing off of each other's strengths.

Willpower working with mental fortitude to help drive you forward, enhanced senses working together with mental acuity to help navigate your way. No clear effect on appearance due to balanced stat boosts.

-**"Hercules Head"**: +21 Strength. The Hercules Head is for those who wish to forego everything in favor of Strength! Knights bearing the Hercules Head will have outrageous neck strength, and cause Pactmakers to feel their wills dramatically strengthen upon transforming.

If you need the extra drive to help you get through battle, or just want to head-butt enemies as hard as you can, you've come to the right place. The massive boost to Strength Ranks causes a significant effect on appearance, usually in the form of spikes or edges. Some may even see the manifestation of a mask-like face that mimics a human's.

-**"Pluto Head"**: +21 Durability. The Pluto Head is the absolute best if protection is what you wish. As one of your most vital Parts, protecting the head is important, and the numerous Durability ranks granted by the Pluto Head does a damn good job of keeping it safe. Not just your head though, your mind, as the Durability ranks drastically improve your ability to absorb mental punishment and walk away fine. .mostly. The high durability tends to make this Head big and bulky looking.

-**"Diana Head"**: +21 Precision. The Diana Set focuses completely on Precision, foregoing everything else in the name of refined movement. The Diana Head boosts Head Precision, enhancing three of your five senses, "Sight", "Hearing" and "Touch", which helps with monitoring your surroundings and making use of the heightened movement granted by other Diana Parts.

When transformed, you'll be able to see speeding objects at great distances, hear sounds normal humans would find inaudible, and touch has been refined all over the body.

As an added bonus, so much Head Precision means you'll be able to spin your head to look directly behind you and a bit more, which is wonderful for intimidation. High Head Precision means the Diana Head normally looks lightweight and streamlined.

-**"Jupiter Head"**: +21 Magic Potency. The Jupiter Parts are for those willing to sacrifice everything else in the name of magical power! The Jupiter Head, due to the number of MP Ranks it grants, causes the Pactmaker when transformed to gain an incredible mental clarity.

This is in addition to the newfound potency of Divine and otherwise unaligned magic, making this helmet one of the best for supporting allies rather than doing things yourself. The number of MP ranks granted tends to make this Head the most ornate Head available.

-**"Prometheus Head"**: +21 Magic Efficiency. The Prometheus Set, for Jumpers who just want their Knight to keep going, and going, and going. The Prometheus Set is very simple and direct with what it does. The Prometheus Head dramatically raises your ME Rank, allowing it to be highly efficient and help you sustain your Knight much longer. Due to the nature of Magic Efficiency, this Part has no influence on its own appearance.

- "Atlas Head": +9 Strength / +9 Magic Efficiency. The Atlas Set focuses on sustained Strength rather than the higher but more costly Strength of the Hercules Set. The Atlas Head in particular focuses on enduring mental strength, increasing the Pactmaker's willpower by a good deal when transformed and making the head burn magic more efficiently.

These Stats make this Head better for pushing through longer and more troublesome conflict compared to others. The Strength Ranks push this Head towards a spikey, edge covered or human mimicking appearance, though not to the degree of the Hercules Head.

- "Odin Head": +9 Strength / +9 Magic Potency. The Odin Set mixes the physical with the mystical to great effect. The combination of Strength and MP Ranks means the Pactmaker will gain the mental strength to push them forward and a clear mind to direct that drive effectively.

It also allows the Knight equipped with it to be better with unaligned magic, such as healing spells, making this Head great for support in addition to leading. The combination of Stats causes this helmet to usually take an appearance that's a combination of ornate and aggressive, such as having jewel encrusted spikes or humanoid features covered in engravings to accentuate the forms.

- "Nemean Head": +9 Durability / +9 Strength. The Nemean Set prides itself in its ability to give and take damage. The Head is a little different in that regard, focusing more on the mental than the physical. The Stats provided make the Nemean improve both the Pactmaker's willpower and mental fortitude when transformed, helping to push through traumatic situations with fewer problems.

Oh, the Stats also really help with delivering punishing head-butts that don't hurt you nearly as much as they should, because of the Durability Ranks. The combination of Stats provided push the part towards having a heavy, aggressive appearance, things like bulky spikes or wide edges protruding from the head both being common.

- "Aegis Head": +9 Durability / +9 Magic Potency. The Aegis Set takes the stereotype of "squishy mage" and stomps on it, excelling at flinging magic and taking damage. The Aegis Head, due to Stats, improves mental acuity and mental fortitude, allowing the Pactmaker to keep a cool, calculating head even when surrounded by death and conflict when transformed.

It also provides a lot of physical and magic protection for the head which is important, and improves unaligned magic and magical abilities such as Divine Magic, making your Knight great at sustaining itself in battle through tanking and healing away damage that would cripple others. Appearance is pushed towards bulky, but ornate, designs usually including large jewels or bulky crowns.

- "David Head": +9 Precision / +9 Strength. The David Set is downright predatory, Strength and Precision playing off each other beautifully. The David Head enhancing some key senses and the willpower of the Pactmaker when transformed. These traits allow you to more easily find key targets and enemy weaknesses and push through to capitalize on these findings.

As a side benefit, the strong and flexible neck provided by the David Head makes it much easier to turn and direct it as required, so once a target is in your sights, it'll be much harder for them to lose you. The appearance of the David Head is pushed towards aggressive and streamlined, hard edges and thin, forward spikes to reduce drag are common design traits.

- "Argo Head": +9 Precision / +9 Durability. The Argo Set focuses entirely on survival, mostly forgoing offense. The Argo Head, due to the Stats it grants, provides heavy physical, magical and mental protection, and provides enhanced senses. The senses should help with picking out enemy attacks before they hit, which helps with dodging or at least turning a direct hit into a glancing blow. The odd combo of Stats pushes the Argo Head towards a mixture of bulky, yet aerodynamic.

-**"Morgan Head"**: +9 Magic Potency / +9 Magic Efficiency. The Morgan Set focuses entirely on magic, more efficiently burning magic and saving it to use on spells and magical abilities. This allows the Morgan Parts to let you fling far more high power spells when transformed compared to other Sets.

Due to the MP Head Ranks, the Morgan Head empowers unaligned magic such as Divine Magic, allowing you to more easily heal and support yourself and allies. It also sharpens your mind, helpful when making judgement calls on how to use your magic as effectively as possible. Due to the Stats provided, it's pushed towards an ornate appearance, though not to the extent of the Jupiter Head.

-**"Gungrir Head"**: +9 Magic Potency / +9 Precision. The Gungrir Set is excellent for controlling space and laying waste to key enemies from a distance. The Gungrir Head, via Precision and MP Ranks, sharpens both the mind and several senses. With this combination of assets, picking up and targeting important targets becomes significantly easier.

It also helps with figuring out which of your allies needs the most help, and aids in helping them due to the increase in MP Ranks giving unaligned magic like Divine Magic more oomph. Appearance is pushed towards a combination of ornate yet lightweight, with thigns such as seemingly artistic grooves in the surface helping cut through the air being a common design element.

-**"Pegasus Head"**: +9 Magic Efficiency / +9 Precision. The Pegasus Set chooses to not to focus on hard defense or ruthless offense, choosing focus entirely on mobility, sustained mobility at that. The Pegasus Head improves sight, hearing, touch and neck mobility, though not to the degree of the Diana Head.

The big difference being the ME Ranks allowing it to operate with less magic and allowing you to stay transformed longer. Appearance is pushed towards sleek and streamlined, though not to the degree the Diana Head pushes it.

-**"Fafnir Head"**: +9 Magic Efficiency / +9 Durability. The Fafnir Set does one thing, which is tanking damage for as long as possible, and it does that thing pretty damn well. As you already know, Durability Ranks on the Head improve physical, magical and mental protections against damage. The Fafnir Head provides both this, and ME Ranks, allowing it to not only tank effectively, but efficiently as well. The Fafnir Head's appearance is pushed towards a more bulky, heavy design.

-**"Thor Head"**: +6 Strength / +6 Magic Efficiency / +6 Durability. The Thor Set is much like the Nemean Set, trading some power and protection for being able to stay transformed much longer. This makes the Thor Set ideal for prolonged close combat. The Thor Head, due to the Stats it grant, bestows both enhanced will and mental fortitude to the Pactmaker when transformed.

Additionally, the physical protections and neck strength make the Thor Head great for delivering brutal head-butts. Smashing your Knight's cranium against enemy attacks, both physical and magical, and watching the attack give out first is also fun. Appearance is pushed towards an aggressive and bulky design with things such as large spikes being included, though not incredibly so.

-**"Jörmungandr Head"**: +6 Strength / +6 Magic Potency / +6 Durability. The Jörmungandr Set focuses on mixed offense, tanking damage via Durability instead of blocking or dodging so you can focus entirely on offense. As you should already know, the Stats listed for the Jörmungandr Head cause it to improve you the Pactmaker's mental acuity, willpower and mental fortitude when transformed!

This makes it easier to come up with a plan, follow through with the plan and not stop until it's complete! The Strength + Durability allows for painful headbutts as well, while the MP Ranks improving unaligned magic and helping you heal off some of the damage your Knight is sure to take. Appearance is pushed towards a strong combination of ornate, aggressive and bulky, causing things like big, crystal spikes to be common design choices.

-**"Talos Head"**: +6 Durability / +6 Magic Potency / +6 Magic Efficiency. The Talos Set prides itself in being able sustaining itself under fire longer than almost any other Part Set. The Talos Head may very well be the key to this set's success there! See, the ME Ranks make the Head burn magic more efficiently, saving you some extra magic and allowing you to stay transformed longer.

The Durability provides your Knight's head with physical, magical and mental protections to reduce a wide array of possible damage. The MP Ranks tie it all together with the improved unaligned magic, helping you heal off the damage you take with the magic you saved! Appearance is pushed towards ornate and bulky, though not terribly so, larger gems and bulky crowns being common designs.

-**"Rasputin Head"**: +6 Durability / +6 Magic Efficiency / +6 Precision. The Rasputin Set is, more than anything else, for turning your Knight into a long distance armored transport. Precision grants the speed, Durability grants protection and Magic Efficiency allows it to keep going for longer than many other Part Sets.

The Rasputin Head grants your Knight's head physical, magical and mental protection, as well as enhanced senses to pick out danger before running straight into it. Range of movement in the neck also means the Knight can look around more easily. Appearance is pushed towards bulky but aerodynamic, though not to the degree of the Argo Head.

-**"Väinämöinen Head"**: +6 Precision / +6 Magic Potency / +6 Durability. The Väinämöinen Set allows your Knight to become the equivalent of a Knight shaped bomber. Between the speed, the armor and the powerful payloads in the form of potent spells and magical abilities, Knights with this Set can quite easily run into battle and throw out powerful magical attacks before retreating.

The Väinämöinen Head is great for picking out key targets with the enhanced sight, hearing, touch and mental acuity, as well as keeping one of your most vital areas safe with physical, magical and mental protections.

The MP Ranks also improve unaligned magic, which helps with supporting allies who need it most. The appearance is pushed towards a combination of bulky, aerodynamic and ornate, normally incorporating large, aesthetically pleasing ornamentation that helps cut through the air.

-**"Achilles Head"**: +6 Precision / +6 Strength / +6 Durability. The Achilles Set is one of the ultimate close combat Sets available for purchase. The Achilles Head does many things to help in this, improving senses, making the head more resistant to various forms of damage, enhancing willpower and thus your ability to follow through with a decision or action.

Not to mention all three coming together to give the Achilles Head one of the most effective headbutts possible, as the neck becomes stronger and more flexible while your Knight's head becomes harder and more resistant to the backlash of such an attack. It's really good. The Achilles Head's appearance is pushed towards aggressive, bulky and streamlined, how so being up to you.

- "Sétanta Head": +6 Magic Potency / +6 Strength / +6 Magic Efficiency. The Sétanta Set is for those who don't care much for mobility or defense, wishing only to deal as much damage as possible for as long as possible. The Sétanta Set is very similar to the Odin Set, trading better burst potential for much more sustained damage thanks to Magic Efficiency Ranks.

The Sétanta Head improves both will and mental acuity, allowing you to more easily form and follow through on plans, which normally involve who to attack and how. The head also improves your Knight's unaligned magic, though how much you'll actually be using such spells and abilities may vary. The Sétanta Head's appearance is pushed towards dangerous, but ornate, though not as much as the Odin Head.

- "Gorgon Head": +6 Magic Potency / +6 Precision / +6 Strength. The Gorgon Set is just as good at wrecking things as the Sétanta Set, but trades longevity for mobility and accuracy. The Gorgon Head is scary good at helping find and destroy important targets on the battlefield thanks to the enhanced senses, sharpened mind and extra willpower when transformed.

As you already know, Precision and Strength improve the mobility and strength of the neck as added bonuses, while the MP Ranks improve unaligned magic, which consists mostly of support type magics. Decent for shoring up your defenses, the main weak point of the Set. Appearance of the Gorgon Head is pushed towards aggressive, lightweight and ornate.

- "Ambrosius Head": +6 Magic Efficiency / +6 Precision / +6 Magic Potency. The Ambrosius Set is very similar to the Talos Set, trading the ability to walk into battle and tank damage for much higher accuracy and mobility.

The Ambrosius Head is great at helping with judgement calls, the combination of heightened senses feeding more information to a clearer mind being pretty great on that front. As you already know by now, MP Ranks on Heads improve unaligned magic, consisting mostly of support magic.

With the previous abilities I've mentioned, this allows the Ambrosius Head to really help out with supporting yourself and allies, especially in longer fights thanks to the magic saved from the ME Ranks. The Ambrosius Head is pushed towards a lightweight and ornate appearance, though not incredibly so.

- "Chiron Head": +6 Magic Efficiency / +6 Strength / +6 Precision. The Chiron Set is fantastic for both long distance travel and hit and run tactics, quickly sweeping through a battlefield over and over again to wear down the enemy. Much like a toned down David Head, the Chiron Head is fantastic for picking out targets and hunting them down, between the enhanced willpower and heightened senses.

What it lacks in those areas though, it makes up for in being much more efficient, allowing you to stay transformed longer and keep hunting a target down as they run away. Also great for quickly looking around with the neck mobility and strength. The Chiron Head is pushed towards a dangerous and lightweight design.

-----("Torso")-----

-**"Odysseus Torso"**: +3 to All Stats. The Odysseus Torso focuses on no one Stat in particular, treating all Stats equally and making it an alluring option for those who treasure versatility. The Odysseus Torso's value comes from the boosted Stats each playing off of each other's strengths. Flexibility combines with core strength to improve balance, reduced charge times with improved efficiency allowing more abilities and spells to be used in rapid succession without suffering as much. No clear effects on appearance.

-**"Hercules Torso"**: +21 Strength. The Hercules Torso is for those who wish to forego everything in favor of Strength! Knights with the Hercules Torso find drastically improved core strength, granting them superior balance and strength that extends beyond just the torso.

The massive increase to Strength means the Hercules Torso normally appears to have prominent spikes or edges, though features that resemble defined musculature such as abs or pecs aren't out of the question.

-**"Pluto Torso"**: +21 Durability. The Pluto Torso is the absolute best if protection is what you wish. Like the Pluto Head, the Pluto Torso protects one of your Knight's most vital areas, the Core. While in the most ideal of situations, you wouldn't take any body shots at all, the Pluto Torso is there to make the ones that get in much less meaningful than they would be otherwise. The big boost to Durability Ranks makes the Pluto Torso usually appear on the heavier looking side.

-**"Diana Torso"**: +21 Precision. The Diana Set focuses completely on Precision, foregoing everything else in the name of refined movement. The Diana Torso grants a large number of Torso Precision ranks, which dramatically improves the Knight's flexibility, balance and agility.

Flawlessly twisting around enemy attacks and staying on your feet in Knight Form is significantly easier with the Diana Torso compared to other parts. The Precision ranks normally make this part look lightweight and streamlined.

-**"Jupiter Torso"**: +21 Magic Potency. The Jupiter Parts are for those willing to sacrifice everything else in the name of magical power! The Jupiter Torso is an oddity, weak on its own and yet maybe the most important part of the Jupiter Set if you get all four parts.

The number of MP Ranks means the Jupiter Torso dramatically reduces casting times, allowing the Pactmaker to get their biggest, most powerful spells off in a much more timely manner. The number of MP Ranks makes this Torso likely the most ornate of the lot.

-**"Prometheus Torso"**: +21 Magic Efficiency. The Prometheus Set, for Jumpers who just want their Knight to keep going, and going, and going. The Prometheus Set is very simple and direct with what it does. The Prometheus Torso dramatically raises your ME Rank, allowing it to be highly efficient with burning magic and transferring magic to your Knight's other parts, this helping you sustain your Knight much longer. Due to the nature of Magic Efficiency, this Part has no influence on its own appearance.

-**"Atlas Torso"**: +9 Strength / +9 Magic Efficiency. The Atlas Set focuses on sustained Strength rather than the higher but more costly Strength of the Hercules Set. The combination of Stats provided by the Atlas Torso means it provides a strong core that supports and drives the rest of the body, which also eats less magic and allows the Knight to be sustained longer. As with the head, the ME Ranks have no impact on appearance, meaning Strength is the sole influence on this Part.

- "Odin Torso": +9 Strength / +9 Magic Potency. The Odin Set mixes the physical with the mystical to great effect. The Odin Torso's Stats mean it's a very important part of the Set, supporting the body both physically and magically. On the physical side, effectively improves balance and allows you to provide more force to your limbs.

On the magical, spells and ability charge up times are reduced, allowing them to be used more easily. Like the Head, the Odin Torso's appearance is pushed towards a combination aggressive and ornate route.

- "Nemean Torso": +9 Durability / +9 Strength. The Nemean Set prides itself in its ability to give and take damage. The Nemean Torso provides a hardy core that protects the Core, and easily supports the rest of the body with its Strength.

The Strength helps drive the other parts in combat, while the Durability makes blocking and dodging less important than otherwise, allowing you to be more aggressive than otherwise. Appearance is pushed towards bulky but strong, larger stomachs or giant back spikes being common.

- "Aegis Torso": +9 Durability / +9 Magic Potency. The Aegis Set takes the stereotype of "squishy mage" and stomps on it, excelling at flinging magic and taking damage. The Aegis Torso is an important support piece in the set, providing protection for the Core and channeling magic through the body faster to improve cast times.

The shortened cast times and protection are important for taking a forward position in battles. Like the rest of the Set, appearance is pushed towards bulky and ornate, large gems and or large bodies covered in engravings being common design choices.

- "David Torso": +9 Precision / +9 Strength. The David Set is downright predatory, Strength and Precision playing of each other beautifully. The David Torso provides your Knight a strong core and great flexibility, but more important is the incredible balance.

Unmatched by most of other parts in this field, it is very hard to knock a Knight with this torso off balance or leave them uncoordinated. Appearance is pushed towards dangerous and lightweight, being on the thinner side with some thin edges being common.

- "Argo Torso": +9 Precision / +9 Durability. The Argo Set focuses entirely on survival, mostly forgoing offense. The Argo Torso is no different, strengthening the body against both physical and magical attacks while improving balance and flexibility. If you can't dodge or twist out of the way of an attack, you should be able to at least turn it into enough of a glancing blow that it won't matter with how stacked your defenses are. Appearance is pushed towards bulky yet aerodynamic.

- "Morgan Torso": +9 Magic Potency / +9 Magic Efficiency. The Morgan Set focuses entirely on magic, more efficiently burning magic and saving it to use on spells and magical abilities. This allows the Morgan Parts to let you fling far more high power spells when transformed compared to other Sets.

The Morgan Torso's Stats allow you to quickly and efficiently channel magic to your other parts and use spells and magical abilities faster. In a strange way, this allows you to be more patient, as you can begin to use these abilities when you need instead of trying to judge when you'll need them. Like the other parts in the Set, the appearance is pushed towards ornate, though not incredibly so.

-**"Gungnir Torso"**: +9 Magic Potency / +9 Precision. The Gungnir Set is excellent for controlling space and laying waste to key enemies from a distance. The Gungnir Torso's Stats helps a lot with keeping your spells uninterrupted. Between the shorter casting times and improved balance and flexibility, not only is it harder to interrupt your spells by getting your Knight off its feet, they don't have as large of a window to attack either. Appearance is pushed towards ornate and lightweight, just like the rest of the set.

-**"Pegasus Torso"**: +9 Magic Efficiency / +9 Precision. The Pegasus Set chooses to not to focus on hard defense or ruthless offense, choosing focus entirely on mobility, sustained mobility at that. The Pegasus Torso improves balance, agility and flexibility while efficiently burning magic. This allows your Knight to move more gracefully, for a longer period of time. Appearance like the rest of the Set is pushed towards a lightweight, streamlined look, though not as much as the Diana Set.

-**"Fafnir Torso"**: +9 Magic Efficiency / +9 Durability. The Fafnir Set does one thing, which is tanking damage for as long as possible, and it does that thing pretty damn well. The Fafnir Tors, because of the Stats it grants, is great to have when wading into the middle of large battles, between giving your Core heavy protections and allowing it to operate on less magic. Appearance like the rest of the Set is pushed towards big a bulky to represent the armored nature of the Fafnir Torso.

-**"Thor Torso"**: +6 Strength / +6 Magic Efficiency / +6 Durability. The Thor Set is much like the Nemean Set, trading some power and protection for being able to stay transformed much longer. This makes the Thor Set ideal for prolonged close combat. The Thor Torso is no different, providing both core strength and protection for the actual Core, while allowing the Knight to stay transformed longer.

This helps with transferring physical power to limbs while making the protection of the body less important than it would normally be. As with the other Parts in the Set, appearance is pushed towards bulky and aggressive, big spikes or bulky muscular mimicry being common design choices.

-**"Jörmungandr Torso"**: +6 Strength / +6 Magic Potency / +6 Durability. The Jörmungandr Set focuses on mixed offense, tanking damage via Durability instead of blocking or dodging so you can focus entirely on offense.

The Jörmungandr Torso is vital for those looking to use the Set, providing a solid base for their physical and magical attacks while passively defending the Core. Improved core strength improves balance and makes melee attacks a bit more forceful, while improved casting times allow for more magic!

As with the rest of the Set, the Jörmungandr Torso's appearance is pushed towards a strange mixture of ornate, aggressive and bulky, making something like a bulky torso that mimic's human muscles with engravings accentuating the bulges a common design choice.

-**"Talos Torso"**: +6 Durability / +6 Magic Potency / +6 Magic Efficiency. The Talos Set prides itself in being able sustaining itself under fire longer than almost any other Part Set. The Talos Torso is a great asset for magical Knights, especially when paired with the Talos Head. The Stats it grants improves the protection of your core and makes your torso run more cost efficiently.

It also shortens casting times, meaning with the Talos Head you can get out more healing spells and heal off more damage! That being said, they still eat magic, so pace yourself and stuff. Appearance is pushed towards bulky and ornate, though not incredibly so, with features like large gems or a large body covered in engravings being common.

-**"Rasputin Torso"**: +6 Durability / +6 Magic Efficiency / +6 Precision. The Rasputin Set is, more than anything else, for turning your Knight into a long distance armored transport. Precision grants the speed, Durability grants protection and Magic Efficiency allows it to keep going for longer than many other Part Sets.

The Rasputin Torso is like a flexible, armored casing for your Knight's Core, helping to keep it safe on the move from unexpected threats. The physical and magical protections help shrug off direct or glancing hits, while the flexibility and balance help with just not getting hit. Appearance is pushed towards bulky yet aerodynamic, like the Argo Torso, just not to the same extent.

-**"Väinämöinen Torso"**: +6 Precision / +6 Magic Potency / +6 Durability. The Väinämöinen Set allows your Knight to become the equivalent of a Knight shaped bomber. Between the speed, the armor and the powerful payloads in the form of potent spells and magical abilities, Knights with this Set can quite easily run into battle and throw out powerful magical attacks before retreating.

The Väinämöinen Torso is great for the getting in and throwing magic out part, protecting your Core via heightened resistance to physical and magical damage, improving your Knight's ability to dodge, and reducing cast times on spells allowing you to throw them out quickly and retreat. Appearance, like the rest of the set, is a strange mix of ornate, bulky and aerodynamic.

-**"Achilles Torso"**: +6 Precision / +6 Strength / +6 Durability. The Achilles Set is one of the ultimate close combat Sets available for purchase. The Achilles Torso effectively improves all kinds of physical abilities. The Stats it provides improve core strength, flexibility, agility, balance, your ability to channel force to your limbs, the protection surrounding your Core and more!

Whether you're lifting awkward, heavy objects, trading blows with something just as huge as your Knight or charging into large battles, the Achilles Torso has you covered. Appearance like the rest of the Set is pushed towards an aggressive, bulky and streamlined design, with things such as large blades that act as spoiler and improving traction being a common design choice.

-**"Sétanta Torso"**: +6 Magic Potency / +6 Strength / +6 Magic Efficiency. The Sétanta Set is for those who don't care much for mobility or defense, wishing only to deal as much damage as possible for as long as possible. The Sétanta Set is very similar to the Odin Set, trading better burst potential for much more sustained damage thanks to Magic Efficiency Ranks.

The Sétanta Torso is a core asset for the Set, allowing you to channel both physical and magical power to the rest of your Knight's body much easier than before, which helps reduce cast times and throw out more powerful melee attacks.

Appearance is pushed towards aggressive and ornate, though design choices like a body that mimics the shapes of muscles and emphasizes them with aesthetically pleasing lines are also common.

-**"Gorgon Torso"**: +6 Magic Potency / +6 Precision / +6 Strength. The Gorgon Set is just as good at wrecking things as the Sétanta Set, but trades longevity for mobility and accuracy. The Gorgon Torso, like many other Torsos, is very important to the Set it belongs to.

Strength improves how much force it can push into its other parts, Precision improves mobility by heightening flexibility, they both help balance and Magic Potency improves casting times! Appearance like the rest of the set is pushed towards ornate, lightweight and aggressive.

- "Ambrosius Torso": +6 Magic Efficiency / +6 Precision / +6 Magic Potency. The Ambrosius Set is very similar to the Talos Set, trading the ability to walk into battle and tank damage for much higher accuracy and mobility.

The Ambrosius Torso aids in this by helping cast spells and channel magical abilities faster, as well as helping dodge by improving flexibility and balance.

The combination of abilities allowing you when transformed into your Knight to evade enemy attacks when running into position, quickly cast their spells or use their abilities and then run off to repeat the process.

Appearance, like the rest of the Set, is pushed towards ornate and lightweight, normally incorporating a light of engravings on an otherwise minimalist looking torso.

- "Chiron Torso": +6 Magic Efficiency / +6 Strength / +6 Precision. The Chiron Set is fantastic for both long distance travel and hit and run tactics, quickly sweeping through a battlefield over and over again to wear down the enemy. The Chiron Torso improving core strength, flexibility, balance and other abilities really helps with making quick, yet powerful and accurate attacks.

Really, it helps with all kinds of sudden movements, while your reflexes are mostly the same, you can act on them much easier thanks to the combination of Strength and Precision, which is neat.

Appearance like the rest of the Set, is pushed towards aggressive but lightweight, small spikes and hard edges while staying as aerodynamic as possible are common themes.

-----("Arms")-----

-**"Odysseus Arms"**: +3 to All Stats. The Odysseus Arms focus on no one Stat in particular, treating all Stats equally and making them an alluring option for those who treasure versatility. The Odysseus Arms' value comes from the boosted Stats each playing off of each other's strengths.

Durability, Strength and Precision working together to improve ability in close combat. Magic Potency & Efficiency allowing your Knight to cast more powerful Fire and Earth magic, more often. No easily discernible effect on appearance.

-**"Hercules Arms"**: +21 Strength. The Hercules Arms are for those who wish to forego everything in favor of Strength! The giant boost to Strength Ranks means these Arms can generate tremendous force.

Throw rocks to knock down buildings, punch giant monsters through castle walls, smash stuff REAL good with a hammer. You get the point. The Strength focus means the Hercules Arms normally appear to have prominent spikes or edges, though features that resemble defined musculature are also on the table.

-**"Pluto Arms"**: +21 Durability. The Pluto Arms are the absolute best if protection is what you wish. While the safety of the Arms isn't nearly as important as that of the Head and Torso, you really wouldn't want them blown or crushed off or something.

Actually, because they aren't as important, massively durable Arms are great for blocking enemy attacks to protect more vital areas, or squishier allies. The high Durability Rank granted by these Arms means they should be on the bigger, bulkier side, which helps with blocking!

-**"Diana Arms"**: +21 Precision. The Diana Set focuses completely on Precision, foregoing everything else in the name of refined movement. The large number of Precision Ranks means the Diana Arms can move very quickly, precisely and in unpredictable ways, almost appearing double jointed at times.

The Diana Arms excel at striking out directly to an enemy's weaker spots before they can react, pulling back before they can counter. Like the other Diana Parts, the Diana Arms usually appear lightweight and streamlined, elegant.

-**"Jupiter Arms"**: +21 Magic Potency. The Jupiter Parts are for those willing to sacrifice everything else in the name of magical power! The Jupiter Arms, massively boosting Arm MP Ranks, are all about enhancing the power of Fire and Earth spells and magical abilities.

Knights with them will be much more well equipped to handle Water or Wind aligned enemies, or protect themselves from Fire or Earth based ones. Magically crushing and burning will come easy with these Arms. The MP Ranks make these arms incredible ornate, usually!

-**"Prometheus Arms"**: +21 Magic Efficiency. The Prometheus Set, for Jumpers who just want their Knight to keep going, and going, and going. The Prometheus Set is very simple and direct with what it does. The Prometheus Arms dramatically raise your ME Rank, allowing them to be highly efficient and help you sustain your Knight much longer than if you used other parts. Due to the nature of Magic Efficiency, these Arms have no influence on their own appearance.

- "Atlas Arms": +9 Strength / +9 Magic Efficiency. The Atlas Set focuses on sustained Strength rather than the higher but more costly Strength of the Hercules Set. Due to the Stats it provides, the Atlas Arms are actually really great for carrying heavy loads, grappling or sustained offense, being able to generate a lot of force and keep it going for a longer time than many other parts. As with the other parts, Strength being the sole influence means the arms are normally spiky, edgy or vaguely humanoid in design.

- "Odin Arms": +9 Strength / +9 Magic Potency. The Odin Set mixes the physical with the mystical to great effect. The Odin Arms, due to their Stats, are fantastic for offensive purposes. On the physical side, the Strength means they're great at delivering powerful melee attacks either armed or unarmed.

On the magical side, Fire and Earth spells become more powerful. The Strength and Earth Affinity actually makes these arms excel at delivering varying kinds of blunt force trauma. The combination of Stats, like the other parts in the set, pushes the arms towards taking an aggressive yet ornate appearance, crystal spikes, muscle mimicry with engravings to accentuate the shapes, etc.

- "Nemean Arms": +9 Durability / +9 Strength. The Nemean Set prides itself in its ability to give and take damage. The Nemean Arms are fantastic for unarmed combat, the Strength allowing them to throw powerful blows while the Durability reduces the recoil of such attacks, as well as making them great at blocking enemy attacks. Like the other parts of the set, appearance is pushed towards bulky, but strong, designs mimicking bulging biceps or featuring large fists are quite common.

- "Aegis Arms": +9 Durability / +9 Magic Potency. The Aegis Set takes the stereotype of "squishy mage" and stomps on it, excelling at flinging magic and taking damage. The Aegis Arms, due to their Stats provided, excel at defending against Fire and Earth magics. This is because of a combination of things. The first is their base protections from Durability Ranks.

The second is the Fire and Earth Affinity from MP Ranks making them great at casting Fire and Earth based protection spells. When properly set up, only the strongest Fire and Earth based attacks will be seen as dangerous, for the Arms at the very least. Like the other Parts in the Set, appearance is pushed towards bulky and ornate, common design choices being big crystals or deep engravings on large arms.

- "David Arms": +9 Precision / +9 Strength. The David Set is downright predatory, Strength and Precision playing off each other beautifully. The mark of the David Arms is hitting hard and fast, the stats they provide being great for sending powerful attacks right where you want them to go.

With the force they can generate and speeds they can move at, it's recommended to use a weapon, as the recoil from unarmed attacks can prove dangerous for the Knight. Appearance, as with the other parts in the set, is pushed towards aggressive and lightweight, thin arms with small spikes or short edges being a common design choice.

- "Argo Arms": +9 Precision / +9 Durability. The Argo Set focuses entirely on survival, mostly forgoing offense. The Argo Arms are fast and hardy, making them really, really great at intercepting and blocking enemy attacks before they get to anything too vital.

As a nice bonus, the combination of heavy and fast actually makes unarmed attacks pretty decent. Nothing amazing, but slamming your limbs into an enemy can work if you need it too. Appearance is pushed towards bulky yet aerodynamic, how so is up to you.

-**"Morgan Arms"**: +9 Magic Potency / +9 Magic Efficiency. The Morgan Set focuses entirely on magic, more efficiently burning magic and saving it to use on spells and magical abilities. This allows the Morgan Parts to let you fling far more high power spells when transformed compared to other Sets.

You should already know, but the MP Ranks improve Fire and Earth magic while the ME Ranks save you the magic to throw more of those spells and abilities out. This means the Morgan Arms aid in crushing, skewering and burning more than most other Arms. Appearance like the other Parts in the Set is pushed towards ornate, making gems, engravings or decoration common design choices.

-**"Gungnir Arms"**: +9 Magic Potency / +9 Precision. The Gungnir Set is excellent for controlling space and laying waste to key enemies from a distance. One of the less important pieces of the Set, the Gungnir Arms are still quite useful.

Due to the Stats they give, the Arms are very good at precise movements, which helps with certain spells that require key hand gestures. Due to MP Ranks, Fire and Earth magic is more potent as well, so that's nice. Appearance like the rest of the set is pushed towards ornate and lightweight.

-**"Pegasus Arms"**: +9 Magic Efficiency / +9 Precision. The Pegasus Set chooses to not to focus on hard defense or ruthless offense, choosing to focus entirely on mobility, sustained mobility at that. The Pegasus Arms are excellent for time consuming and precise work rather than combat, between the ME Ranks and heightened dexterity.

Even with base Strength, this makes them great for construction. The Pegasus Arms are pushed towards an aerodynamic and lightweight design, likely ending up quite thin.

-**"Fafnir Arms"**: +9 Magic Efficiency / +9 Durability. The Fafnir Set does one thing, which is tanking damage for as long as possible, and it does that thing pretty damn well. Just like the Fafnir Torso, the Fafnir Arms are wonderful when wondering into a large fight.

The protections and efficiency allowing you to take more damage and stay transformed longer mean you make a great mobile shield for allies, intercepting enemy attacks and helping them advance. Appearance is pushed towards big and bulky, like the rest of the Set.

-**"Thor Arms"**: +6 Strength / +6 Magic Efficiency / +6 Durability. The Thor Set is much like the Nemean Set, trading some power and protection for being able to stay transformed much longer. This makes the Thor Set ideal for prolonged close combat. The Thor Arms are great for unarmed melee because of the Stats they provide. The physical protections mean they can throw the strongest blows they're capable of without fear of recoil! Appearance is pushed towards heavy and powerful like the other parts in the Set.

-**"Jörmungandr Arms"**: +6 Strength / +6 Magic Potency / +6 Durability. The Jörmungandr Set focuses on mixed offense, tanking damage via Durability instead of blocking or dodging so you can focus entirely on offense. The Jörmungandr Arms like the Thor Arms, are great at unarmed combat, though they trade efficiency for more versatility.

This versatility of course coming in the form of improved Fire and Earth Magics, and it makes magical melee attacks using those elements a fantastic route to go down. Like the rest of the Parts in this Set, appearance is pushed towards a strange mix of ornate, aggressive and heavy, though how exactly that manifests is of course up to you.

-**"Talos Arms"**: +6 Durability / +6 Magic Potency / +6 Magic Efficiency. The Talos Set prides itself in being able sustaining itself under fire longer than almost any other Part Set. The Talos Arms are wonderful defensive assets. In addition to using less magic than many Arms, they're physically and magically more resistant to damage and improve the potency Fire and Earth magic.

The Fire and Earth magical affinities are wonderful for granting yourself or allies wards protecting from the same elements. It also helps offensively, which is normally somewhat of a shortcoming for the Talos Set. Appearance is pushed towards ornate and bulky, with large gems implanted in the arms being common design choices.

-**"Rasputin Arms"**: +6 Durability / +6 Magic Efficiency / +6 Precision. The Rasputin Set is, more than anything else, for turning your Knight into a long distance armored transport. Precision grants the speed, Durability grants protection and Magic Efficiency allows it to keep going for longer than many other Part Sets.

The Rasputin Arms, due to the Stats they grant, are great for handling delicate payloads and packages, between their resistance to damage, dexterity and speed. Whether their job is to cradle something or deflect attacks going for the Core, the Rasputin Arms do the job admirably. Appearance is pushed towards bulky, yet aerodynamic, just like the rest of the Set.

-**"Väinämöinen Arms"**: +6 Precision / +6 Magic Potency / +6 Durability. The Väinämöinen Set allows your Knight to become the equivalent of a Knight shaped bomber. Between the speed, the armor and the powerful payloads in the form of potent spells and magical abilities, Knights with this Set can quite easily run into battle and throw out powerful magical attacks before retreating.

The Väinämöinen Arms have two jobs that they do well, protecting the more vital areas of your Knight until you're in position, and empowering Fire and Earth spells that are great for laying siege to enemy weapons and structures, either view smashing them apart or burning them down. Like the rest of the set, appearance on these Arms is pushed towards ornate, bulky and aerodynamic.

-**"Achilles Arms"**: +6 Precision / +6 Strength / +6 Durability. The Achilles Set is one of the ultimate close combat Sets available for purchase. The Achilles Arms excel at both armed and unarmed combat. As far as armed combat goes, the speed and dexterity of the arms and the power they can generate allows for skilled, brutalizing melee attacks.

Unarmed combat is a strong option as well though, due to the force you can put behind an attack, the speeds they move and the protections on them reducing recoil dramatically. All together, this allows a Knight equipped with them to throw a really mean punch. Appearance like the rest of the Set is pushed towards a combination of bulky, aggressive and streamlined.

-**"Sétanta Arms"**: +6 Magic Potency / +6 Strength / +6 Magic Efficiency. The Sétanta Set is for those who don't care much for mobility or defense, wishing only to deal as much damage as possible for as long as possible. The Sétanta Set is very similar to the Odin Set, trading better burst potential for much more sustained damage thanks to Magic Efficiency Ranks.

The Sétanta Arms are excellent for sowing destruction! Stronger arms means strong melee attacks, while the MP Ranks improve Fire and Earth magic which are notably good for siege and generally just wrecking things. Appearance like the rest of the Set is pushed towards ornate and aggressive, pointy gems or engravings curved around shapes that mimic muscles being common design choices.

-**"Gorgon Arms"**: +6 Magic Potency / +6 Precision / +6 Strength. The Gorgon Set is just as good at wrecking things as the Sétanta Set, but trades longevity for mobility and accuracy. Melee with the

Gorgon Arms is a very powerful option, between the physical power they can generate, speeds they can move at and finesse of the movements they can make.

The MP Ranks which improve Fire and Earth magic help too though, since some weapons possess elemental magical abilities, which in concert with the physical abilities mentioned above allows you to pull out some devastatingly powerful moves. Like the rest of the set, the Gorgon Arms push an ornate, aggressive and lightweight appearance with aesthetically pleasing but functional design choices.

- "Ambrosius Arms": +6 Magic Efficiency / +6 Precision / +6 Magic Potency. The Ambrosius Set is very similar to the Talos Set, trading the ability to walk into battle and tank damage for much higher accuracy and mobility.

The Ambrosius Arms empower Fire and Earth Magic, and the heightened dexterity helps aiming spells. Fairly cost efficient with your magic as well! Appearance of the Ambrosius Arms is pushed towards ornate and lightweight like the rest of the Set, fewer decorations and more emblems or engravings.

- "Chiron Arms": +6 Magic Efficiency / +6 Strength / +6 Precision. The Chiron Set is fantastic for both long distance travel and hit and run tactics, quickly sweeping through a battlefield over and over again to wear down the enemy.

The Chiron Arms are your offensive might! The power they generate, precision of movement and speed they can move work great together with all kinds of weapons.

Whether you're looking to make quick, accurate shots with a large bow or slicing through enemies while running past them with a big sword of some kind, the Chiron Arms can do it and do it well!

Appearance for the Chiron Arms is pushed towards strong and lightweight, usually mimicking the shames of slender, toned musculature.

-----("Legs")-----

-**"Odysseus Legs"**: +3 to All Stats. The Odysseus Legs focus on no one Stat in particular, treating all Stats equally and making them an alluring option for those who treasure versatility. The Odysseus Legs' value comes from the boosted Stats each playing off of each other's strengths.

Great for traveling vast distances more quickly and for those who like to use water and wind magics without eating up their transformation time much. Balanced stats mean no easily discernible effects on appearance.

-**"Hercules Legs"**: +21 Strength. The Hercules Arms are for those who wish to forego everything in favor of Strength! Massive increase to Strength Rank means massive increase the force legs can generate. Kick monsters into the horizon, jump over walls, stomp thing into a fine paste, you know what strong legs are like. The Strength focus means the Hercules Legs normally appear to have prominent spikes or edges, though features that resemble defined musculature are also on the table.

-**"Pluto Legs"**: +21 Durability. The Pluto Legs are the absolute best if protection is what you wish. Like the Arms, the Legs aren't as important to your continued survival, but as your primary method of travel, destroyed legs is not something you want. The Pluto Legs mean while you might not walk or run quickly, you'll be able to keep moving when other Legs would have been destroyed. The Durability Ranks provided by these legs makes them appear bigger and heavier, tends to leave holes as you walk.

-**"Diana Legs"**: +21 Precision. The Diana Set focuses completely on Precision, foregoing everything else in the name of refined movement. The Diana Legs grant a large number of Precision Ranks, and as a result allow your Knight to run incredibly fast, kick incredibly fast, and take these steps and kicks in a very precise fashion. If you like kicking your giant opponents in the face, stomach and knees before they can dodge, these are your best bet. The Diana Legs are the same as the others, aerodynamic!

-**"Jupiter Legs"**: +21 Magic Potency. The Jupiter Parts are for those willing to sacrifice everything else in the name of magical power! The Jupiter Legs are the other side of the coin compared to the arms, the MP Ranks making your Knight's Water and Wind based magic much more powerful.

Drenching, freezing, shocking, slicing and blowing enemies away will come easy! Fuck up Fire and Earth enemies, protect against Water or Wind ones! As with the other Jupiter Parts, the Jupiter Legs are normally highly ornate due to the MP Ranks.

-**"Prometheus Legs"**: +21 Magic Efficiency. The Prometheus Set, for Jumpers who just want their Knight to keep going, and going, and going. The Prometheus Set is very simple and direct with what it does. The Prometheus Legs dramatically raise your ME Rank, allowing them to be highly efficient and help you sustain your Knight much longer than if you used other parts. Due to the nature of Magic Efficiency, these Legs have no influence on their own appearance.

-**"Atlas Legs"**: +9 Strength / +9 Magic Efficiency. The Atlas Set focuses on sustained Strength rather than the higher but more costly Strength of the Hercules Set. The stats provided by the Atlas Legs mean they're very well suited to traveling long distances by taking long, powerful strides with each step. They also help with slowly crushing things underfoot. Strength being the sole appearance influence pushes the legs towards aggressive or human mimicking shapes, as stated with the other parts.

-**"Odin Legs"**: +9 Strength / +9 Magic Potency. The Odin Set mixes the physical with the mystical to great effect. While the Odin Legs aren't as great at travel as some others, the Stats they provide help greatly with space control. Strength provides the means to quickly leap towards enemies, or send them flying away with a mighty kick.

MP Ranks help with the use of Water and Wind magic, aiding in pushing and throwing enemies around with whirlwinds and waves. As with the rest of the Set, the Stats of the Odin Legs push the appearance towards an aggressive yet ornate design.

-**"Nemean Legs"**: +9 Durability / +9 Strength. The Nemean Set prides itself in its ability to give and take damage. The Nemean Legs are much like the Arms actually, excellent for close quarters combat.

Strength makes kicking and stomping powerful options, while Durability reduces the recoil of throwing these attacks and makes it harder for enemies to take out your legs with their own attacks. Appearance is pushed towards bulky and aggressive like the other parts in the set, things like large feet or big spikes being common.

-**"Aegis Legs"**: +9 Durability / +9 Magic Potency. The Aegis Set takes the stereotype of "squishy mage" and stomps on it, excelling at flinging magic and taking damage. The Aegis Legs match perfectly with the Aegis Arms, Durability providing the base protection and an affinity for Water and Wind based magics makes them great at defensive spells of those elements.

When properly set up, they may easily ignore most Water and Wind based attacks, feeling more like a stiff breeze or short wave. Appearance, like the other parts in the Set, is pushed towards bulky and ornate, large gems and murals on the wider sections being common design choices.

-**"David Legs"**: +9 Precision / +9 Strength. The David Set is downright predatory, Strength and Precision playing off each other beautifully. The David Legs are incredible at covering short distances quickly, the forces generated and speed they're able to reach driving them forward very quickly, and they're surprisingly great with sharp turns.

Unfortunately, like the power and speed for offense can be detrimental unless you hold back, as you can actually damage your Knight's legs from the recoil. Like the other parts, the David Legs are pushed towards a streamlined and aggressive appearance, with shapes like small spikes and other protrusions being common choices.

-**"Argo Legs"**: +9 Precision / +9 Durability. The Argo Set focuses entirely on survival, mostly forgoing offense. The Argo Legs providing ranks in Precision and Durability make them quick and protected, like an armored transport. With these babies, you'll be running fast and won't have to worry about having your legs taken out while you travel.

Like the Argo Arms, the Argo Legs actually have decent offensive options via slamming protect kicks into the enemy's side, damage being inflicted mostly through slamming something heavy into them rather than force generated. Appearance, like on the rest of the Argo Set, is pushed more towards bulky but aerodynamic, helping it zoom through the air despite size.

-**"Morgan Legs"**: +9 Magic Potency / +9 Magic Efficiency. The Morgan Set focuses entirely on magic, more efficiently burning magic and saving it to use on spells and magical abilities. This allows the Morgan Parts to let you fling far more high power spells when transformed compared to other Sets.

As you already know, Leg MP Ranks improve the power of Water and Wind magics, while the ME Ranks mean the Legs burn magic more efficiently. This gives you more fuel for spells and magical abilities, meaning the Morgan Legs magically aid in slicing and freezing more than most others. Like the other Parts, appearance is definitely pushed towards the ornate side, how so being up to you.

-**"Gungnir Legs"**: +9 Magic Potency / +9 Precision. The Gungnir Set is excellent for controlling space and laying waste to key enemies from a distance. Possibly the most important piece to the set, the Gungnir Legs are the key to the Gungnir Set's spacing abilities. Precision improves the Knight's ability to run, dodge and move around the battlefield.

MP Ranks improve the potency of Water and Wind Magics. This means with the Gungnir Legs, you'll find it much, much easier to keep comfortably far away from enemies, through a combination of being able to quickly re-position yourself and pushing them away with crashing waves or harsh whirlwinds. Appearance like the rest of the Set is pushed towards ornate and lightweight.

-**"Pegasus Legs"**: +9 Magic Efficiency / +9 Precision. The Pegasus Set chooses to not to focus on hard defense or ruthless offense, choosing focus entirely on mobility, sustained mobility at that. The Pegasus Legs, in my opinion, are the star of the Set.

Through the combination of longer transformation time via ME Ranks, and faster movement speed thanks to Precision Ranks, the Pegasus Legs are fantastic at long distance travel. Appearance like the rest of the set is pushed towards a lightweight, aerodynamic design.

-**"Fafnir Legs"**: +9 Magic Efficiency / +9 Durability. The Fafnir Set does one thing, which is tanking damage for as long as possible, and it does that thing pretty damn well. The final piece of the Set, the Fafnir Legs are also great for wading into large battles.

The efficiency means you can stay transformed longer while the protections mean your slow, tanky legs shouldn't give out on you and leave you a sitting duck, at least not easily. Appearance is pushed towards a bigger, bulkier appearance to show off the protections.

-**"Thor Legs"**: +6 Strength / +6 Magic Efficiency / +6 Durability. The Thor Set is much like the Nemean Set, trading some power and protection for being able to stay transformed much longer. This makes the Thor Set ideal for prolonged close combat.

As with the Thor Arms, the Thor Legs are excellent for close combat due to being able to throw out kicks and stomps with a great deal of force behind them, and not having to worry about the recoil due to Durability. Appearance is pushed towards bulky and powerful, like the rest of the set.

-**"Jörmungandr Legs"**: +6 Strength / +6 Magic Potency / +6 Durability. The Jörmungandr Set focuses on mixed offense, tanking damage via Durability instead of blocking or dodging so you can focus entirely on offense. The Jörmungandr Legs are much like the Arms, being able to throw out powerful melee attacks while being backed up with empowered Water and Wind Magic.

This gives potent close range and long range offensive options, and makes magical melee abilities using Water or Wind a very strong option for a Knight with these Legs. As with the other parts in the Set, the Jörmungandr Legs are pushed towards an ornate, aggressive and bulky appearance.

-**"Talos Legs"**: +6 Durability / +6 Magic Potency / +6 Magic Efficiency. The Talos Set prides itself in being able sustaining itself under fire longer than almost any other Part Set. The Talos Legs are in much the same position as the Talos Arms. The Talos Legs, due to the Stats granted, eat up less magic than most other Legs, and are physically and magically more resistant to damage as well.

The MP Ranks on them empower Wind and Water magic, with the elemental warding spells being especially interesting due to their ability to raise your ability to tank damage to greater heights! You can also just cast offensive spells of those elements, allowing you to be more than just a sustainable wall. Appearance of the Talos Legs is like the rest of the set, pushed towards ornate and bulky.

- "Rasputin Legs": +6 Durability / +6 Magic Efficiency / +6 Precision. The Rasputin Set is, more than anything else, for turning your Knight into a long distance armored transport. Precision grants the speed, Durability grants protection and Magic Efficiency allows it to keep going for longer than many other Part Sets.

The Rasputin Legs are the transport part of "armored transport". They let your Knight move quickly, and keep their ability to keep moving nice and safe. Also handy for heavy, rapid stomping, but mostly for protected running. Appearance is pushed towards bulky, but aerodynamic, like the rest of the Set.

- "Väinämöinen Legs": +6 Precision / +6 Magic Potency / +6 Durability. The Väinämöinen Set allows your Knight to become the equivalent of a Knight shaped bomber. Between the speed, the armor and the powerful payloads in the form of potent spells and magical abilities, Knights with this Set can quite easily run into battle and throw out powerful magical attacks before retreating.

The Väinämöinen Legs are your armored transport into and out of a fight, and are really great at dealing with infantry and other "small" enemies. Kicking and stomping works, yes, but I'm mostly talking about the empowered Water and Wind magic, both really good for dealing with a lot of small targets at once. Appearance is pushed towards ornate, bulky and aerodynamic like the rest of the Set.

- "Achilles Legs": +6 Precision / +6 Strength / +6 Durability. The Achilles Set is one of the ultimate close combat Sets available for purchase. The Achilles Legs are excellent for closing the gap between you and your opponent(s) and then laying into them with monstrous kicks and stomps.

The combination of strength and speed allows Knights with these legs to sprint and leap around quickly, while their toughness makes it hard to take their legs out from underneath them and render them less mobile. These same abilities make attacks with their legs very effective. Appearance like the rest of the Achilles Set is pushed towards bulky, streamlined and aggressive.

- "Sétanta Legs": +6 Magic Potency / +6 Strength / +6 Magic Efficiency. The Sétanta Set is for those who don't care much for mobility or defense, wishing only to deal as much damage as possible for as long as possible. The Sétanta Set is very similar to the Odin Set, trading better burst potential for much more sustained damage thanks to Magic Efficiency Ranks.

The Sétanta Legs are surprisingly important to the Set, and great for anyone just looking for all out offense. The powerful leaps and bounds serve a purpose in keeping the Knight equipped with them safe. The improved Water and Wind magic to help with offense is great too. Appearance is pushed towards aggressive and ornate shapes, such as crystal spikes or decorative edges.

- "Gorgon Legs": +6 Magic Potency / +6 Precision / +6 Strength. The Gorgon Set is just as good at wrecking things as the Sétanta Set, but trades longevity for mobility and accuracy. The Gorgon Legs, and yes I know how silly that name is, are important for the survival and offense. Strength and Precision allows you to move around the battlefield very quickly.

Kicking can actually be dangerous, so using them to help you make hit and run attacks is the advised course of action. As the MP Ranks improve Water and Wind magic, which is your primary weapon with these legs, the advised course of action is to freeze, shock or blow away enemies from a distance before repositioning. Appearance is pushed towards, aggressive, ornate and lightweight.

- "Ambrosius Legs": +6 Magic Efficiency / +6 Precision / +6 Magic Potency. The Ambrosius Set is very similar to the Talos Set, trading the ability to walk into battle and tank damage for much higher accuracy and mobility. The Ambrosius Legs are basically the "mobility" of the Set. The Ambrosius Legs and why they're good is split in two parts.

First off, the speed and agility means you have an easier time maneuvering around the area and getting into favorable positions. The second, ME Ranks save you more magic to cast more spells, which is used to power empowered Wind and Water magic! Appearance is just like the rest of the Set, lightweight and ornate.

- "Chiron Legs": +6 Magic Efficiency / +6 Strength / +6 Precision. The Chiron Set is fantastic for both long distance travel and hit and run tactics, quickly sweeping through a battlefield over and over again to wear down the enemy. The Chiron Legs are the key to the Chiron Set's long distance travel plans.

Strength makes every step cover more distance, Precision allows you to move your legs faster and Magic Efficiency makes the legs burn much less magic than base levels, all together meaning these legs let you run better and longer than most others! Appearance is like the rest of the Chiron Set, lightweight and strong, with a good chance of mimicking slender musculature with its design.

-----**(Weapons/Equipment)**-----

Once your Knight is built, they must be equipped for battle! The Weapons you find below are broken up into four categories based on type, with an additional category made up of Shields.

Weapons and Shields all have built in special abilities and spells that can be activated using your magic. Be careful not to use them too much though, as magic is the fuel of your Knight as well.

You may buy as many weapons as you desire, though beware that you only have two hands. Any weapons you can't hold are stored in your Knight's Arc, though you may "equip" and manage them by focusing on the Knight's Arc outside of battle. Damaged weapons will slowly be repaired via your Knight's arc siphoning a small portion of your magic over time.

One other major thing of note, while many weapons carry far more detail on their appearance compared to parts, only the basics are a given.

Additional details in that area such as color scheme are left in the hands of the buyer. Lastly, each category of Knight Weapons is discounted to a different Origin, aside from Windwalkers, who have discounts on special weapons from each category.

- "Bladed Weapons" and "Shields" are discounted for "Warriors"

- "Polearms" are discounted for "Mages"

- "Bludgeons" are discounted for "Drop Ins"

- "Bows" are discounted for "Commoners"

-----("Bladed Weapons")-----

"Bladed Weapons" focus primarily on cutting and slicing enemies. Many of the weapons in this group are also perfectly suited for one handed use, allowing most to be used alongside each other or shields.

This makes both dual-wielding and a more supportive role viable with these weapons, the second path especially since many Bladed Weapons have the healing ability known as "Healer Soul".

-(50JP / Free for Warriors) - "Worn Knight's Sword": A very basic, and weak, short sword for you Knight. It appears as a chipped, worn Gladius scaled up for your Knight. While weak, it's very cheap or even free, and it still does its job well enough.

-Ability 1 - "Strong Slash": By burning a bit of magic, you may empower this blade's next slash to become more powerful, allowing it to damage, cut or even completely slice through enemies and objects it would bounce off of before.

-(100JP) - "Basic Longsword": A longsword scaled to match the massive size of a Knight. Despite this size, most Knights can easily wield it with one hand. A much better weapon compared to the Worn Knight's Sword, being in better condition and possessing a more powerful design.

-Ability 1 - "Strong Slash": By burning a bit of magic, you may empower this blade's next slash to become more powerful, allowing it to damage, cut or even completely slice through enemies and objects it would bounce off of before.

-Ability 2 - "Crossfire": A more efficient form of the "Strong Slash" move, by burning magic you may empower this blade's next two slashes for less magic than using "Strong Slash" twice. The quickest way to attack with this being two speedy, diagonal slashes that form an "X" shape.

-Ability 3 - "Healer Soul": A magical ability that allows you to release a healing pulse of magic towards your target of choice, or yourself if you feel the need. Scales with Head Magic Potency, but at base level it should heal gashes, large dents and other similar levels of damage. Has a short cast time.

-(100JP) - "Severing Sword": A curved sword resembling a Kilij. The Severing Sword lacks in stabbing potential, but the design makes it very fast and good at slicing up and through enemies.

-Ability 1 - "Strong Slash": By burning a bit of magic, you may empower this blade's next slash to become more powerful, allowing it to damage, cut or even completely slice through enemies and objects it would bounce off of before.

-Ability 2 - "Crossfire": A more efficient form of the "Strong Slash" move, by burning magic you may empower this blade's next two slashes for less magic than using "Strong Slash" twice. The quickest way to attack with this being two speedy, diagonal slashes that form an "X" shape.

-Ability 3 - "Sonic Blade": By burning some magic, this blade will be coated in a magical aura. After this, the sword will project a bladed shockwave of pure magic in the direction you aim your next slash. This move is equivalent to a long range "Strong Slash".

-Ability 4 - "Storm Soul": A Wind aligned magical ability, causes your Knight to release a shockwave of air and blades of wind that blow away and slice up nearby enemies. Has a short cast time, scales with Leg Magic Potency.

-(100JP) - "Verum": A long, thin, lightweight saber with a basket guard. While Verum is a double edged sword, its thin, straight design gives it reduced cutting power in favor of higher stabbing potential and speed. Really great for targeting and puncturing weak points in enemy armor or defenses. Best used by Precision focused Knights.

-Ability 1 - "Armor Pierce": After burning a bit of magic, empowers the tip of the blade for a ruthless thrust that pierces through enemy defenses. After pulling the blade free, the area around the wound will be weakened and more vulnerable to future attacks.

-Ability 2 - "Crossfire": A more efficient form of the "Strong Slash" move, by burning magic you may empower this blade's next two slashes for less magic than using "Strong Slash" twice. The quickest way to attack with this being two speedy, diagonal slashes that form an "X" shape.

-Ability 3 - "Healer Soul": A magical ability that allows you to release a healing pulse of magic towards your target of choice, or yourself if you feel the need. Scales with Head Magic Potency, but at base level it should heal gashes, large dents and other similar levels of damage. Has a short cast time.

-Ability 4 - "Flame Soul": A Fire aligned magical ability, causes your Knight to release a wall of heat and fire in every direction to attack and burn all nearby enemies. Scales with Arm Magic Potency, has a short cast time.

-(100JP) - "Bifurc": A large, heavy cleaver that can be wielded with one hand by any Knight with a few ranks of Strength. Unlike other blades it lacks entirely in any form of stabbing potential, but makes up for it with being incredibly at hacking enemies and objects apart. Best used by Strength focused Knights.

-Ability 1 - "Strong Slash": By burning a bit of magic, you may empower this blade's next slash to become more powerful, allowing it to damage, cut or even completely slice through enemies and objects it would bounce off of before.

-Ability 2 - "Heavy Slash": A more powerful form of "Strong Slash", by burning a larger amount of magic, you can greatly empower your next slash to be much more powerful than normal, crushing your blade through enemies and inanimate objects alike.

-Ability 3 - "Earth Soul": An Earth aligned magical ability, releases a shockwave of Earth Magic and stones in every direction on use to bludgeon enemies. Has a short cast time, becomes more powerful with higher Arm Magic Potency.

-(200JP) - "Sparrow": A single edged dagger scaled up to Knight size. In your Knight's hands it is still quite small, but that same size makes it highly maneuverable and fast, making it excellent for fighting mobile enemies, or slow ones with a glaring weakness somewhere. Also decent for ranged attacks by throwing it, though you'll need to go get it afterwards.

-Ability 1 -(Passive)- "Just In Case": Sparrow comes with a sheath you can attach wherever you want on your Knight, allowing you to carry it as a back up weapon while wielding something larger. Magic Efficiency Rank +2 while equipped.

-Ability 2 - "Armor Pierce": After burning a bit of magic, empowers the tip of the blade for a ruthless thrust that pierces through enemy defenses. After pulling the blade free, the area around the wound will be weakened and more vulnerable to future attacks.

-Ability 3 - "Crossfire": A more efficient form of the "Strong Slash" move, by burning magic you may empower this blade's next two slashes for less magic than using "Strong Slash" twice. The quickest way to attack with this being two speedy, diagonal slashes that form an "X" shape.

-(200JP) - "Eclipse": A strange weapon known as a double sword, which appears as two double edged swords connected by the pommels, giving it an extended handle. Eclipse's design can make it more detrimental than helpful if you can't wield it properly, but for those who do, it can be very dangerous. Eclipse can also twist apart into two separate swords for duel wielding if that's your thing.

-Ability 1 - "Crossfire": A more efficient form of the "Strong Slash" move, by burning magic you may empower this blade's next two slashes for less magic than using "Strong Slash" twice. The quickest way to attack with this being two speedy, diagonal slashes that form an "X" shape.

-Ability 2 - "True Crossfire": A variant of Crossfire used while wielding two blades simultaneously. It empowers both blades with magic, setting you up to lash out with a quick "X" shaped slash. This move deals tremendous damage at the point the slashes intersect, and is faster than Crossfire since both slashes can be made at the same time.

-Ability 3 - "Armor Pierce": After burning a bit of magic, empowers the tip of the blade for a ruthless thrust that pierces through enemy defenses. After pulling the blade free, the area around the wound will be weakened and more vulnerable to future attacks.

-Ability 4 - "Healer Soul": A magical ability that allows you to release a healing pulse of magic towards your target of choice, or yourself if you feel the need. Scales with Head Magic Potency, but at base level it should heal gashes, large dents and other similar levels of damage. Has a short cast time.

-Ability 5 - "Storm Soul": A Wind aligned magical ability, causes your Knight to release a shockwave of air and blades of wind that blow away and slice up nearby enemies. Has a short cast time, scales with Leg Magic Potency.

-(200JP) - "Survivor Sword": A large, one handed sword with a flamberge style blade. This weapon has an elemental affinity for Fire, burning enemies with every slice and even setting them aflame at times. The flamberge style keeps the large weapon lightweight enough for the sword to be wielded with one hand, while leaving slashes and stabs very dangerous.

-Ability 1 - "Flame Soul": A Fire aligned magical ability, causes your Knight to release a wall of heat and fire in every direction to attack and burn all nearby enemies. Scales with Arm Magic Potency, has a short cast time.

-Ability 2 - "Wildfire Soul": A more powerful version of Flame Soul that produces more fire at the cost of more magic, hotter, brighter, more voracious fire. Wildfire Soul has a great area of effect, allowing it to hit more enemies at once compared to Flame Soul, but also has a longer cast time.

-Ability 3 - "Strong Slash": By burning a bit of magic, you may empower this blade's next slash to become more powerful, allowing it to damage, cut or even completely slice through enemies and objects it would bounce off of before.

-Ability 4 - "Combustion Blade": A Fire aligned variation of "Sonic Blade", burns the same amount of magic for somewhat higher levels of power, but sends a shockwave of fire off of your slash that explodes on impact, as opposed to a shockwave of pure magic. Scales with Arm Magic Potency.

-(200JP) - "Oswald": A strange rapier possessing an umbrella handle. This weapon has an elemental affinity for Water, chilling and freezing whatever it slices or stabs. Oswald is heavier than you would expect it to be while staying fairly lightweight, combined with the unique handle it's very good at stabbing and piercing enemies.

-Ability 1 - "Ice Soul": An Ice aligned magical ability, for a bit of magic your Knight can release a shockwave of numbing cold and ice crystals that can batter and slice up enemies in range. Scales with Leg Magic Potency, has a short cast time.

-Ability 2 - "Glacial Soul": A more powerful version of Ice Soul with larger and more numerous chunks of ice capable of smashing, piercing and slicing enemies while chilling them to the bone. Possesses a larger area of effect compared to Ice Soul, but costs more magic and takes longer to activate.

-Ability 3 - "Armor Pierce": After burning a bit of magic, empowers the tip of the blade for a ruthless thrust that pierces through enemy defenses. After pulling the blade free, the area around the wound will be weakened and more vulnerable to future attacks.

-Ability 4 - "Icicle Shots": An Ice aligned magic ability, focuses magic to the tip of the blade before firing a quick burst of large icicles at the target you were aiming at. An excellent ranged attack for dealing with single targets. Scales with Leg Magic Potency.

-(200JP) - "Maivia": The Maivia takes the shape of a large machete, a very weighty machete. Maivia has an elemental affinity for Earth, which has few visible effects besides dealing increased damage to Wind aligned enemies. When striking the ground though, it can easily fracture it, sending rocks flying into the surrounding area. Very good at hacking enemies and objects to pieces.

-Ability 1 - "Earth Soul": An Earth aligned magical ability, releases a shockwave of Earth Magic and stones in every direction on use to bludgeon enemies. Has a short cast time, becomes more powerful with higher Arm Magic Potency.

-Ability 2 - "Quake Soul": A more powerful version of Earth Soul, produces more stones, heavier stones and shakes the ground. Wider area of effect, costs more magic, takes longer to "cast". Tremors continue for a bit after the shockwave.

-Ability 3 - "Strong Slash": By burning a bit of magic, you may empower this blade's next slash to become more powerful, allowing it to damage, cut or even completely slice through enemies and objects it would bounce off of before.

-Ability 4 - "Fissure Slash": An Earth aligned variation of Strong Slash, deals increased damage towards Wind aligned enemies and less damage against Earth aligned enemies. Opens a several meter deep fissure when used to strike the ground. Scales with Arm Magic Potency.

-(200JP) - "Rhopalocera": This weapon takes the form of a pair of butterfly swords. These weapons have an elemental affinity for Wind, causing gusts with each swing and dealing additional damage to Earth aligned enemies. This weapons must be dual wielded or not used at all, fortunately a dual-wielding style is fantastic for those who like to push the offensive.

-Ability 1 - "Storm Soul": A Wind aligned magical ability, causes your Knight to release a shockwave of air and blades of wind that blow away and slice up nearby enemies. Has a short cast time, scales with Leg Magic Potency.

-Ability 2 - "Hurricane Soul": A more powerful variant of Storm Soul, in addition to a stronger blast of wind, bolts of electricity ride the shockwave that blasts off of your Knight. Wider area of effect and more power, but more costly and takes longer to use.

-Ability 3 - "True Crossfire": A variant of Crossfire used while wielding two blades simultaneously. It empowers both blades with magic, setting you up to lash out with a quick "X" shaped slash. This move deals tremendous damage at the point the slashes intersect, and is faster than Crossfire since both slashes can be made at the same time.

-Ability 4 - "Storm Crossfire": A Wind aligned combination of Crossfire and Sonic Blade. Once Rhopalocera's blades have been charged, aim an "X" shaped slash with them towards your target and an "X" shaped blade of air will travel out to blast/slam/slice/fuck up the enemy. Deals heavy damage at range, takes a bit to actually use.

-(300JP) - "Sixof": An ornate, golden sword with an orb shaped pommel and six pronged guard. Sixof is a sword possessing great magical power, though its bizarre construction leaves it poor for use in melee combat, having a blunt edge and curved tip. The sword allows for all sorts of elemental attacks, as well as potent healing. Magic Potency +2 while equipped.

-Ability 1 - "Storm Soul": A Wind aligned magical ability, causes your Knight to release a shockwave of air and blades of wind that blow away and slice up nearby enemies. Has a short cast time, scales with Leg Magic Potency.

-Ability 2 - "Flame Soul": A Fire aligned magical ability, causes your Knight to release a wall of heat and fire in every direction to attack and burn all nearby enemies. Scales with Arm Magic Potency, has a short cast time.

-Ability 3 - "Earth Soul": An Earth aligned magical ability, releases a shockwave of Earth Magic and stones in every direction on use to bludgeon enemies. Has a short cast time, becomes more powerful with higher Arm Magic Potency.

-Ability 4 - "Ice Soul": An Ice aligned magical ability, for a bit of magic your Knight can release a shockwave of numbing cold and ice crystals that can batter and slice up enemies in range. Scales with Leg Magic Potency, has a short cast time.

-Ability 5 - "Healer Soul": A magical ability that allows you to release a healing pulse of magic towards your target of choice, or yourself if you feel the need. Scales with Head Magic Potency, but at base level it should heal gashes, large dents and other similar levels of damage. Has a short cast time.

-Ability 6 - "Vitalizing Soul": An empowered form of Healer Soul, eating up a lot more magic but allowing your Knight to release a wave of healing magic in every direction that affects them and all nearby allies. Has a longer casting time, and more provides more potent healing.

-(300JP) - "Clare": A massive, heavy sword, even for a Knight. Clare's weight and size make it require some sort investment in Strength to pick it up, and marking it as a two handed weapon for all but the strongest of Knights if you wanna wield it comfortably. The benefits are clear though, for those who can wield it, as it cleanly swipes through swaths of enemies in one swing.

-Ability 1 - "Strong Slash": By burning a bit of magic, you may empower this blade's next slash to become more powerful, allowing it to damage, cut or even completely slice through enemies and objects it would bounce off of before.

-Ability 2 - "Heavy Slash": A more powerful form of "Strong Slash", by burning a larger amount of magic, you can greatly empower your next slash to be much more powerful than normal, crushing your blade through enemies and inanimate objects alike.

-Ability 3 - "Sonic Blade": By burning some magic, this blade will be coated in a magical aura. After this, the sword will project a bladed shockwave of pure magic in the direction you aim your next slash. This move is equivalent to a long range "Strong Slash".

-Ability 4 - "Divine Blade": This move empowers the weapon while lengthening the blade with a magical aura, giving it heavily increased reach, if only for a single slash. That one slash will be incredibly strong though, and able to hit numerous enemies at once. It should go without saying, but this move eats quite a bit of magic.

-Ability 5 - "Healer Soul": A magical ability that allows you to release a healing pulse of magic towards your target of choice, or yourself if you feel the need. Scales with Head Magic Potency, but at base level it should heal gashes, large dents and other similar levels of damage. Has a short cast time.

-(300JP / Discount for Windwalkers) - "Boom Sword": A rather strange looking sword, big enough to be on the edge of one handed. The guard is the shape of cylinder with a ring on one end, and just above the guard is an egg shaped bulge of metal. Popping up from the round metal piece is a straight, double edged blade with an arrow head shaped tip at the top.

-Ability 1 - "Strong Slash": By burning a bit of magic, you may empower this blade's next slash to become more powerful, allowing it to damage, cut or even completely slice through enemies and objects it would bounce off of before.

-Ability 2 - "Armor Pierce": After burning a bit of magic, empowers the tip of the blade for a ruthless thrust that pierces through enemy defenses. After pulling the blade free, the area around the wound will be weakened and more vulnerable to future attacks.

-Ability 3 - "Flame Soul": A Fire aligned magical ability, causes your Knight to release a wall of heat and fire in every direction to attack and burn all nearby enemies. Scales with Arm Magic Potency, has a short cast time.

-Ability 4 - "Boom": Performed after embedding the "Boom Sword" in something, usually after "Armor Pierce". After channeling a moderate amount of magic into the weapon, you pull the ring on the guard, causing it to slide out like a pin. The blade and bulge detach, embedded in the target, and you may wanna get back. After a few seconds, the detached piece of your weapon violently explodes.

-Ability 5 - "Recovery": Performed after using "Boom". By pushing magic into the pin/guard as you slide it back into the section of handle it was pulled from, a new blade will form to replace the old one, leaving your Boom Sword good as new.

-(500JP) - "Muragnabur": A one handed sword with a single edge. Extremely well crafted, edge sharpened to absurdity, extremely well balanced, has just enough weight to feel powerful but not cumbersome, exquisite detailing, an air of superiority and strength. The list goes on, but it's all good, all showing the status Muragnabur has as a masterpiece.

-Ability 1 - "Strong Slash": By burning a bit of magic, you may empower this blade's next slash to become more powerful, allowing it to damage, cut or even completely slice through enemies and objects it would bounce off of before.

-Ability 2 - "Crossfire": A more efficient form of the "Strong Slash" move, by burning magic you may empower this blade's next two slashes for less magic than using "Strong Slash" twice. The quickest way to attack with this being two speedy, diagonal slashes that form an "X" shape.

-Ability 3 - "Sonic Blade": By burning some magic, this blade will be coated in a magical aura. After this, the sword will project a bladed shockwave of pure magic in the direction you aim your next slash. This move is equivalent to a long range "Strong Slash".

-Ability 4 - "Armor Pierce": After burning a bit of magic, empowers the tip of the blade for a ruthless thrust that pierces through enemy defenses. After pulling the blade free, the area around the wound will be weakened and more vulnerable to future attacks.

-Ability 5 - "Divine Blade": This move empowers the weapon while lengthening the blade with a magical aura, giving it heavily increased reach, if only for a single slash. That one slash will be incredibly strong though, and able to hit numerous enemies at once. It should go without saying, but this move eats quite a bit of magic.

-Ability 6 - "Healer Soul": A magical ability that allows you to release a healing pulse of magic towards your target of choice, or yourself if you feel the need. Scales with Head Magic Potency, but at base level it should heal gashes, large dents and other similar levels of damage. Has a short cast time.

-Ability 7 - "Spectral Swords": By burning a hefty amount of magic, you may summon a levitating, spectral version of Muragnabur. This sword moves and attacks according to your will, as dangerous and fast as if you were wielding yourself. You may choose when it cuts, and when it harmlessly phases through enemies and objects.

Multiple maybe summoned at once, though it obviously becomes hard to concentrate if too many are summoned. You can use abilities with them as well, such as Armor Pierce or Divine Blade. Spectral Swords last a few minutes after creation, or until destroyed or banished. Spectral Swords aren't quite as hardy as the original.

-----("Polearms")-----

"Polearms" focus primarily on stabbing enemies and keeping a safe distance from them. Polearms are mostly two handed weapons, but lend themselves excellently to a ruthless and deadly offense whether that's physically or magically, though both is also an option. The sharpened, pointed heads make them great for piercing straight through weaknesses and armor, but require precise movements to do so.

-(50JP / Free for Mage) - "Worn Knight's Spear": The default spear for Mages, it possesses a basic design and a worn out appearance. While it is weak, it's also really cheap, so you're definitely getting your point's worth, though that's not saying much.

-Ability 1 - "Sonic Spear": By burning a bit magic, you can empower your polearm's next thrust. This thrust releases a narrow shockwave of piercing magic in the direction of the thrust, dealing fairly significant damage to a concentrated area. Somewhat hard to aim due to the way it's projected.

-(100JP) - "Basic Spear": The Basic Spear is the upgraded form of the Worn Knight's Spear, being of better craftsmanship and in better condition. Costs a bit extra, but the benefits are worth it if you're looking to go cheap.

-Ability 1 - "Sonic Spear": By burning a bit magic, you can empower your polearm's next thrust. This thrust releases a narrow shockwave of piercing magic in the direction of the thrust, dealing fairly significant damage to a concentrated area. Somewhat hard to aim due to the shape of the projectile.

-Ability 2 - "Dual Ended Strike": Burns a bit of magic to temporarily empower your polearm for the next two attacks, allowing for a quick combo of stabs or slashes which can deal extensive damage if aimed properly.

-Ability 3 - "Healer Soul": A magical ability that allows you to release a healing pulse of magic towards your target of choice, or yourself if you feel the need. Scales with Head Magic Potency, but at base level it should heal gashes, large dents and other similar levels of damage. Has a short cast time.

-(100JP) - "Sewin Spear": A very lightweight spear with a long, thin head. Its design leaves it very fast and maneuverable, as well as very good at piercing through gaps in armor or defenses, but leaves its slicing potential low by comparison.

-Ability 1 - "Sonic Spear": By burning a bit magic, you can empower your polearm's next thrust. This thrust releases a narrow shockwave of piercing magic in the direction of the thrust, dealing fairly significant damage to a concentrated area. Somewhat hard to aim due to the shape of the projectile.

-Ability 2 - "Dual Ended Strike": Burns a bit of magic to temporarily empower your polearm for the next two attacks, allowing for a quick combo of stabs or slashes which can deal extensive damage if aimed properly.

-Ability 3 - "Ice Soul": An Ice aligned magical ability, for a bit of magic your Knight can release a shockwave of numbing cold and ice crystals that can batter and slice up enemies in range. Scales with Leg Magic Potency, has a short cast time.

-(100JP) - "Lumback": A halberd with sharpened axe head and spikes coming out the top and back. Despite possessing spikes, Lumback is definitely focused towards hacking enemies to bits. The curved spike on the back is great for peeling away enemy shields and armor though, opening them up for chop chop time.

-Ability 1 - "Dual Ended Strike": Burns a bit of magic to temporarily empower your polearm for the next two attacks, allowing for a quick combo of stabs or slashes which can deal extensive damage if aimed properly.

-Ability 2 - "Dragon's Rage": Grants the magical "Rage" status to yourself and allies around you. "Rage" physically empowers your Knight and allies while metaphorically making their blood boil, causing you and them to become more dedicated to ruthless offense. Careful, as this could make especially hot headed people enter a berserker state, completely foregoing defense.

-Ability 3 - "Flame Soul": A Fire aligned magical ability, causes your Knight to release a wall of heat and fire in every direction to attack and burn all nearby enemies. Scales with Arm Magic Potency, has a short cast time.

-(100JP) - "Tungsten": A large jousting lance with a sharpened tip and long handle. The elongated design and sharpened tip of Tungsten are great for keeping enemies at bay from a safe distance, or for skewering multiple enemies at once. The lack of edge means swinging it simply bludgeons enemies though, and the length makes it quite unwieldy in confined spaces.

-Ability 1 - "Sonic Spear": By burning a bit magic, you can empower your polearm's next thrust. This thrust releases a narrow shockwave of piercing magic in the direction of the thrust, dealing fairly significant damage to a concentrated area. Somewhat hard to aim due to the shape of the projectile.

-Ability 2 - "Heavenly Spear": Requires a fairly considerable amount of magic to supercharge the polearm. Once prepared, you throw it into the air while focusing on your target of choice. The weapon will disappear once thrown before teleporting above the target, descending on them at considerable speeds and impaling them. After a moment, it will magically teleport back to your Knight's hands.

-Ability 3 - "Earth Soul": An Earth aligned magical ability, releases a shockwave of Earth Magic and stones in every direction on use to bludgeon enemies. Has a short cast time, becomes more powerful with higher Arm Magic Potency.

-(200JP) - "Chaka": A short spear, at least by the Knight's standards, with a leaf shaped head. The design leaves it incredibly light and maneuverable compared to other spears, making it easy to use with a shield or second weapon if so desired. The head is equally good at slicing and stabbing.

-Ability 1 - "Dual Ended Strike": Burns a bit of magic to temporarily empower your polearm for the next two attacks, allowing for a quick combo of stabs or slashes which can deal extensive damage if aimed properly.

-Ability 2 - "Dragon's Rage": Grants the magical "Rage" status to yourself and allies around you. "Rage" physically empowers your Knight and allies while metaphorically making their blood boil, causing you and them to become more dedicated to ruthless offense. Careful, as this could make especially hot headed people enter a berserker state, completely foregoing defense.

-Ability 3 - "Sonic Spear": By burning a bit magic, you can empower your polearm's next thrust. This thrust releases a narrow shockwave of piercing magic in the direction of the thrust, dealing fairly significant damage to a concentrated area. Somewhat hard to aim due to the shape of the projectile.

-Ability 4 - "Earth Soul": An Earth aligned magical ability, releases a shockwave of Earth Magic and stones in every direction on use to bludgeon enemies. Has a short cast time, becomes more powerful with higher Arm Magic Potency.

-(200JP) - "Gemini": A two sided polearm, each end of the shaft adorned with a crescent shaped blade. The design of the blades allows for slicing with thrusts and stabbing with swing. Those who grow experienced with the weapon will find themselves spinning both the weapon and themselves as they become a whirlwind of destruction on the battlefield.

-Ability 1 - "Dual Ended Strike": Burns a bit of magic to temporarily empower your polearm for the next two attacks, allowing for a quick combo of stabs or slashes which can deal extensive damage if aimed properly.

-Ability 2 - "Dragon's Rage": Grants the magical "Rage" status to yourself and allies around you. "Rage" physically empowers your Knight and allies while metaphorically making their blood boil, causing you and them to become more dedicated to ruthless offense. Careful, as this could make especially hot headed people enter a berserker state, completely foregoing defense.

-Ability 3 - "Divine Dragon Stab": Activation of this ability grants you a temporary rush of energy while empowering the weapon for a short time, at the cost of quite a bit of magic. During this time you can let loose with an particularly ruthless series of attacks that enemies will have difficulty defending against.

-Ability 4 - "Flame Soul": A Fire aligned magical ability, causes your Knight to release a wall of heat and fire in every direction to attack and burn all nearby enemies. Scales with Arm Magic Potency, has a short cast time.

-(200JP) - "Irefay": A spear with a long shaft and flamberge blade. Irefay has notable range among polearms, and can inflict grievous wounds due to the design of the blade. Additionally, Irefay has a fire affinity that causes it to set flame to anything it cuts, which is extra powerful against enemies magically aligned with Water.

-Ability 1 - "Flame Soul": A Fire aligned magical ability, causes your Knight to release a wall of heat and fire in every direction to attack and burn all nearby enemies. Scales with Arm Magic Potency, has a short cast time.

-Ability 2 - "Wildfire Soul": A more powerful version of Flame Soul that produces more fire at the cost of more magic, hotter, brighter, more voracious fire. Wildfire Soul has a great area of effect, allowing it to hit more enemies at once compared to Flame Soul, but also has a longer cast time.

-Ability 3 - "Dragon's Rage": Grants the magical "Rage" status to yourself and allies around you. "Rage" physically empowers your Knight and allies while metaphorically making their blood boil, causing you and them to become more dedicated to ruthless offense. Careful, as this could make especially hot headed people enter a berserker state, completely foregoing defense.

-Ability 4 - "Burning Rage": A Fire aligned variant of Dragon's Rage. Instead of physically empowering yourself and allies, you and friendlies near you are given a Fire enchantment, causing physical attacks made by any of you to burn and set enemies on fire for a short time. Burning Rage, like Dragon's Rage, pisses off those under the effect, making them more ruthless but prone to mistakes.

-(200JP) - "Aterway": Aterway is a large, powerful trident with three bladed prongs ending in arrow shaped spikes. The weighted, dangerous head is exceptionally good at slicing and punching holes in enemies, a brutal weapon in every way. . .though not very fast. Aterway has a Water affinity, allowing it to chill things attacked with it, and hurt Fire aligned enemies more.

-Ability 1 - "Ice Soul": An Ice aligned magical ability, for a bit of magic your Knight can release a shockwave of numbing cold and ice crystals that can batter and slice up enemies in range. Scales with Leg Magic Potency, has a short cast time.

-Ability 2 - "Glacial Soul": A more powerful version of Ice Soul with larger and more numerous chunks of ice capable of smashing, piercing and slicing enemies while chilling them to the bone. Possesses a larger area of effect compared to Ice Soul, but costs more magic and takes longer to activate.

-Ability 3 - "Dual Ended Strike": Burns a bit of magic to temporarily empower your polearm for the next two attacks, allowing for a quick combo of stabs or slashes which can deal extensive damage if aimed properly.

-Ability 4 - "Crashing Wave": Gathers quite a bit of magic to the tips of Aterway's prongs before you swing it along the ground towards the enemy. The action causes a wave of water to form and begin moving through the area in the direction of the swing. The ice cold waters drench, chill, batter and soak everything in their way.

-(200JP) - "Artheway": A curious polearm, Artheway has three long, wide blades at the head of a long shaft pointing in different directions. This contributes to making it appear like a large, weaponized cross. Additionally, it bares a magical affinity for Earth, allowing its physical blows against Wind aligned enemies to be more painful and potent.

-Ability 1 - "Earth Soul": An Earth aligned magical ability, releases a shockwave of Earth Magic and stones in every direction on use to bludgeon enemies. Has a short cast time, becomes more powerful with higher Arm Magic Potency.

-Ability 2 - "Quake Soul": A more powerful version of Earth Soul, produces more stones, heavier stones and shakes the ground. Wider area of effect, costs more magic, takes longer to "cast". Tremors continue for a bit after the shockwave.

-Ability 3 - "Healer Soul": A magical ability that allows you to release a healing pulse of magic towards your target of choice, or yourself if you feel the need. Scales with Head Magic Potency, but at base level it should heal gashes, large dents and other similar levels of damage. Has a short cast time.

-Ability 4 - "Burial": After charging Artheway with magic, focusing on a specific piece of the ground and delivering a downward stab into the ground, cross-shaped pit will open under that area. This can be used to make a quick entrenchment for your knight or dropping enemies from painful heights, while turning them into sitting ducks.

-(200JP) - "Indway": This is a scythe with a long, thin blade on one side and three curved spikes coming from the back. Indway is the lightest polearm available, seemingly light as a feather in the hands of even the weakest Knight. Indway has a Wind affinity, causing a stiff wind to form around it after each swing and causing great pain to Earth aligned enemies.

-Ability 1 - "Storm Soul": A Wind aligned magical ability, causes your Knight to release a shockwave of air and blades of wind that blow away and slice up nearby enemies. Has a short cast time, scales with Leg Magic Potency.

-Ability 2 - "Hurricane Soul": A more powerful variant of Storm Soul, in addition to a stronger blast of wind, bolts of electricity ride the shockwave that blasts off of your Knight. Wider area of effect and more power, but more costly and takes longer to use.

-Ability 3 - "Dragon's Rage": Grants the magical "Rage" status to yourself and allies around you. "Rage" physically empowers your Knight and allies while metaphorically making their blood boil, causing you and them to become more dedicated to ruthless offense. Careful, as this could make especially hot headed people enter a berserker state, completely foregoing defense.

-Ability 4 - "Sonic Storm": A powerful, Wind aligned ability similar to Sonic Spear. After burning a somewhat hefty amount of magic, simply slash in the direction you wish to attack. Upon doing so, a whirlwind and numerous small blades of wind will whip their way in the direction you slashed, blowing enemies away while slicing them.

-(300JP) - "Tower": An ornate, golden spear with a jagged, serrated blade. Tower possesses great magical power, though its bizarre construction leaves it poor for use in melee combat, being heavy with a relatively small blade. This special spear comes with a wide assortment of magic, from elemental to healing and more. Magic Potency +4 when equipped.

-Ability 1 - "Storm Soul": A Wind aligned magical ability, causes your Knight to release a shockwave of air and blades of wind that blow away and slice up nearby enemies. Has a short cast time, scales with Leg Magic Potency.

-Ability 2 - "Flame Soul": A Fire aligned magical ability, causes your Knight to release a wall of heat and fire in every direction to attack and burn all nearby enemies. Scales with Arm Magic Potency, has a short cast time.

-Ability 3 - "Earth Soul": An Earth aligned magical ability, releases a shockwave of Earth Magic and stones in every direction on use to bludgeon enemies. Has a short cast time, becomes more powerful with higher Arm Magic Potency.

-Ability 4 - "Ice Soul": An Ice aligned magical ability, for a bit of magic your Knight can release a shockwave of numbing cold and ice crystals that can batter and slice up enemies in range. Scales with Leg Magic Potency, has a short cast time.

-Ability 5 - "Healer Soul": A magical ability that allows you to release a healing pulse of magic towards your target of choice, or yourself if you feel the need. Scales with Head Magic Potency, but at base level it should heal gashes, large dents and other similar levels of damage. Has a short cast time.

-Ability 6 - "Dragon's Rage": Grants the magical "Rage" status to yourself and allies around you. "Rage" physically empowers your Knight and allies while metaphorically making their blood boil, causing you and them to become more dedicated to ruthless offense. Careful, as this could make especially hot headed people enter a berserker state, completely foregoing defense.

-Ability 7 - "Babylonian Disaster": An incredibly powerful and magic hungry spell tied to Tower. Upon burning the required amount of magic, a massive, unaligned bolt of raw magic collapses down on the targeted area and explodes. Capable of inflicting great damage on normal enemies, but is especially proficient in collapsing structures.

-(300JP) - "Barbarian": Appears as a type of sodegarami featuring numerous barbs on the upper third of the shaft and the eight limbs of the head. Four of the Barbarian's limbs curve down and out, while four curve out and then up, all ending in sharpened, barbed tips. The numerous barbs cause the Barbarian to hook and tear with every successful attack, shredding enemies apart.

-Ability 1 - "Dual Ended Strike": Burns a bit of magic to temporarily empower your polearm for the next two attacks, allowing for a quick combo of stabs or slashes which can deal extensive damage if aimed properly.

-Ability 2 - "Sonic Spear": By burning a bit magic, you can empower your polearm's next thrust. This thrust releases a narrow shockwave of piercing magic in the direction of the thrust, dealing fairly significant damage to a concentrated area. Somewhat hard to aim due to the shape of the projectile.

-Ability 3 - "Brutal Return": After thrusting the Barbarian into an enemy or structure, a burst of magic is burned to violently pull it free. Not only does it help with retrieving your weapon, it blows the previous stab wound outwards while doing so, delivering extreme damage to an already weakened area.

-Ability 4 - "Earth Soul": An Earth aligned magical ability, releases a shockwave of Earth Magic and stones in every direction on use to bludgeon enemies. Has a short cast time, becomes more powerful with higher Arm Magic Potency.

-Ability 5 - "Paralyzing Gaze": A Wind aligned ability, allows your Knight to project an extremely fast moving bolt of electricity from their eyes. On contact with an enemy, it does menial damage but has a high chance of inflicting the magical ailment of "paralysis". Paralysis causes electricity to dance over an enemy while temporarily locking down their ability to move.

-(300JP / Discount for Windwalkers) - "Going Here": Appears as a harpoon with a large, four bladed head and four fins at the bottom, making it appear as a giant arrow. Going Here isn't exactly terrific in melee combat with such an odd design, but possesses a special ability allowing it to work amazingly as a projectile.

-Ability 1 -(Passive)- "Thruster": Going Here passively siphons very small amounts of magic from its wielder while equipped. When thrown, it burns this magic to propel itself through the air like a missile, the hole at the base of the shaft spewing flames. The more magic it has, the longer it can propel itself and the more speed it can generate. The wielder can actively feed it magic.

-Ability 2 - "Heavenly Spear": Requires a fairly considerable amount of magic to supercharge the polearm. Once prepared, you throw it into the air while focusing on your target of choice. The weapon will disappear once thrown before teleporting above the target, descending on them at considerable speeds and impaling them. After a moment, it will magically teleport back to your Knight's hands.

-Ability 3 - "Flame Soul": A Fire aligned magical ability, causes your Knight to release a wall of heat and fire in every direction to attack and burn all nearby enemies. Scales with Arm Magic Potency, has a short cast time.

-Ability 4 - "Heart Seeking Missile": A variant of Heavenly Spear unique to Going Here. The wielder burns hefty amounts of magic, pushing it into Going Here while focusing on a very specific target. Upon being thrown, Going Here will propel itself through the air using its magical rocket and seek out its target, punching through or evading obstructions until it meets its target or something stops it.

-(500JP) - "Tonbolgnir": A large spear with nearly half the weapon's length consisting of a double edged spear head. Just like Muragnabur, Tonbolgnir is extremely well crafted in nearly every way you can imagine, showing off its status as a masterpiece weapon. Tonbolgnir has a short chain hanging from the base.

-Ability 1 - "Sonic Spear": By burning a bit magic, you can empower your polearm's next thrust. This thrust releases a narrow shockwave of piercing magic in the direction of the thrust, dealing fairly significant damage to a concentrated area. Somewhat hard to aim due to the shape of the projectile.

-Ability 2 - "Dual Ended Strike": Burns a bit of magic to temporarily empower your polearm for the next two attacks, allowing for a quick combo of stabs or slashes which can deal extensive damage if aimed properly.

-Ability 3 - "Dragon's Rage": Grants the magical "Rage" status to yourself and allies around you. "Rage" physically empowers your Knight and allies while metaphorically making their blood boil, causing you and them to become more dedicated to ruthless offense. Careful, as this could make especially hot headed people enter a berserker state, completely foregoing defense.

-Ability 4 - "Heavenly Spear": Requires a fairly considerable amount of magic to supercharge the polearm. Once prepared, you throw it into the air while focusing on your target of choice. The weapon will disappear once thrown before teleporting above the target, descending on them at considerable speeds and impaling them. After a moment, it will magically teleport back to your Knight's hands.

-Ability 5 - "Divine Dragon Stab": Activation of this ability grants you a temporary rush of energy while empowering the weapon for a short time, at the cost of quite a bit of magic. During this time you can let loose with an particularly ruthless series of attacks that enemies will have difficulty defending against.

-Ability 6 - "Wyrms Thrust": A variant of Sonic Spear. At the expense of much more magic, this move sends out an ethereal dragon head instead of a magical spear head. Upon reaching its target, it attempts to bite down on the enemy to deal its damage. Much more powerful and easy to land compared to Sonic Spear.

-Ability 7 - "Flowing Spines": Flowing Spines must be activated with a chunk of magic, before needing to be sustained. Upon activation, your spear is empowered and causes spectral barbs to grow from areas it strikes while Flowing Spines is active. You may select the direction and manner these barbs grow, including downward, though they default to straight up. This allows even minor injuries on enemies while Flowing Spines is active to become major problems.

-----("Bludgeons")-----

"Bludgeons" focus on, as the name suggests, bludgeoning and breaking enemies and miscellaneous objects. Bludgeons, like Polearms, are primarily two handed weapons, especially since many are quite heavy even by Knight standards. What Bludgeons lack in more magical abilities, they make up for in raw destructive potential on the physical side in the hands of the strong.

-(50JP / Free for Drop Ins) - "Worn Knight's Hammer": A basic, worn hammer used for training more than fighting. The head is chipped, the shaft is a bit shorter than usual and it's quite unwieldy. While weak, it's cheap and will do what you need.

-Ability 1 - "Battering Ram": Magically lengthens the shaft for a short amount of time to double its normal length. Can be sustained using a small flow of magic, and the initial cost is low. Ideally used mid swing to generate extra momentum mid-swing and strike enemies at surprising distance.

-(100JP) - "Basic Warhammer": A double-sided simple hammer, superior and every way compared to the Worn Knight's Hammer. It's properly balance, taken care of and actually designed for combat. Just a bit extra price-wise but definitely worth it.

-Ability 1 - "Battering Ram": Magically lengthens the shaft for a short amount of time to double its normal length. Can be sustained using a small flow of magic, and the initial cost is low. Ideally used mid swing to generate extra momentum mid-swing and strike enemies at surprising distance.

-Ability 2 - "Violent Swing": Burns some magic to empower your next swing, which is recommended to be a golf or baseball styled swing. This next attack will be extra powerful, and release a pulse of magic from the striking face to violently knock enemies away. When properly executed, enemies go flying.

-Ability 3 - "Divine Pummel": Requires the wielder to prepare a strike before slowly feeding magic into bludgeon. The longer the wielder prepares their next attack, the more powerful and magic intensive it will eventually be. Has the capacity for extreme damage, but hard to land due to how slow it is.

-(100JP) - "Comet": A realistic warhammer design with a much smaller head compared to the rest. Comet's lightweight, small flat face and curved backwards spike make it fantastic and dealing intense, concentrated damage quickly. It's lacking in the overwhelming destructive potential the weightier bludgeons provide, but is quite deadly in the right hands.

-Ability 1 - "Battering Ram": Magically lengthens the shaft for a short amount of time to double its normal length. Can be sustained using a small flow of magic, and the initial cost is low. Ideally used mid swing to generate extra momentum mid-swing and strike enemies at surprising distance.

-Ability 2 - "Barrier Crush": Burns some magic, covering the striking surface of the bludgeon with a disruptive magic field for one attack. This attack is able to not only strike magical barriers and protections, it's able to deal significant damage or outright destroy them. Just as strong as a normal attack against normal enemies and objects.

-Ability 3 - "Earth Soul": An Earth aligned magical ability, releases a shockwave of Earth Magic and stones in every direction on use to bludgeon enemies. Has a short cast time, becomes more powerful with higher Arm Magic Potency.

-(100JP) - "Admirer": A large, heavy mace with an eight sided bladed head. The Admirer's bladed head slices in addition to crushing foes, which combined with it's overwhelming weight can make it very dangerous. That same weight makes it unwieldy for most Knights though, including yours unless you invested in Strength.

-Ability 1 - "Barrier Crush": Burns some magic, covering the striking surface of the bludgeon with a disruptive magic field for one attack. This attack is able to not only strike magical barriers and protections, it's able to deal significant damage or outright destroy them. Just as strong as a normal attack against normal enemies and objects.

-Ability 2 - "Divine Pummel": Requires the wielder to prepare a strike before slowly feeding magic into bludgeon. The longer the wielder prepares their next attack, the more powerful and magic intensive it will eventually be. Has the capacity for extreme damage, but hard to land due to how slow it is.

-Ability 3 - "Soul Bash": Eats up a large chunk of magic to dramatically empower the weapon's next attack. This attack isn't only extra destructive, but releases a shockwave from the point of impact to hurt nearby enemies as well. The downside, outside of cost, is that there's some magical recoil from the attack.

-(100JP) - "Billy": A small, lightweight baton with two handles. Billy very fast and easy to use, able to be used as a small club or a tonfa thanks to the handles. Due to the way it was designed, able to be wielded with one hand, it can easily be used alongside a shield.

-Ability 1 - "Battering Ram": Magically lengthens the shaft for a short amount of time to double its normal length. Can be sustained using a small flow of magic, and the initial cost is low. Ideally used mid swing to generate extra momentum mid-swing and strike enemies at surprising distance.

-Ability 2 - "Divine Pummel": Requires the wielder to prepare a strike before slowly feeding magic into bludgeon. The longer the wielder prepares their next attack, the more powerful and magic intensive it will eventually be. Has the capacity for extreme damage, but hard to land due to how slow it is.

-Ability 3 - "Healer Soul": A magical ability that allows you to release a healing pulse of magic towards your target of choice, or yourself if you feel the need. Scales with Head Magic Potency, but at base level it should heal gashes, large dents and other similar levels of damage. Has a short cast time.

-(200JP) - "El Kabong": What appears to be a Knight sized acoustic guitar made of wood. Despite its appearance, El Kabong isn't fragile and is perfectly suited for smashing enemies over the head. The guitar also functions as a normal, albeit huge, instrument. When striking with it, it makes a resonating "bong" sound.

-Ability 1 - "Barrier Crush": Burns some magic, covering the striking surface of the bludgeon with a disruptive magic field for one attack. This attack is able to not only strike magical barriers and protections, it's able to deal significant damage or outright destroy them. Just as strong as a normal attack against normal enemies and objects.

-Ability 2 - "Divine Pummel": Requires the wielder to prepare a strike before slowly feeding magic into bludgeon. The longer the wielder prepares their next attack, the more powerful and magic intensive it will eventually be. Has the capacity for extreme damage, but hard to land due to how slow it is.

-Ability 3 - "Earth Soul": An Earth aligned magical ability, releases a shockwave of Earth Magic and stones in every direction on use to bludgeon enemies. Has a short cast time, becomes more powerful with higher Arm Magic Potency.

-Ability 4 - "Heavenly Song": A move performed by channeling magic into it while playing El Kabong like an instrument. Angelic voices will join your playing, and the magical sound heals yourself and nearby allies. The longer and more complex your song, the more you and those around you will be healed. The technique is forcefully ended if a "mistake" is made.

-(200JP) - "Crucian": A flail with three small, spiked balls on the end of separate chains sprouting from a large handle. Crucian can be wielded with one or two hands allowing for a lot of mobility. It can also generate a ton of crushing force after wide swings, or after spinning the spikes balls for a moment before lashing out.

-Ability 1 - "Violent Swing": Burns some magic to empower your next swing, which is recommended to be a golf or baseball styled swing. This next attack will be extra powerful, and release a pulse of magic from the striking face to violently knock enemies away. When properly executed, enemies go flying.

-Ability 2 - "Barrier Crush": Burns some magic, covering the striking surface of the bludgeon with a disruptive magic field for one attack. This attack is able to not only strike magical barriers and protections, it's able to deal significant damage or outright destroy them. Just as strong as a normal attack against normal enemies and objects.

-Ability 3 - "Ice Soul": An Ice aligned magical ability, for a bit of magic your Knight can release a shockwave of numbing cold and ice crystals that can batter and slice up enemies in range. Scales with Leg Magic Potency, has a short cast time.

-Ability 4 - "Wrecking Balls": A very simple variant of Battering Ram that simply elongates the chains instead of the handle. Outside of this little change, they're practically the same ability.

-(200JP) - "Hyper Giant": A large mace with a near perfectly round head outside of a vertical ring of wavy blades. These blades with the help of the weighted head crush and shred enemies at the same time, creating terribly nasty wounds. Hyper Giant has a fire affinity, meaning the head is perma-hot and can set enemies on fire, dealing extra damage to Water aligned enemies.

-Ability 1 - "Flame Soul": A Fire aligned magical ability, causes your Knight to release a wall of heat and fire in every direction to attack and burn all nearby enemies. Scales with Arm Magic Potency, has a short cast time.

-Ability 2 - "Wildfire Soul": A more powerful version of Flame Soul that produces more fire at the cost of more magic, hotter, brighter, more voracious fire. Wildfire Soul has a great area of effect, allowing it to hit more enemies at once compared to Flame Soul, but also has a longer cast time.

-Ability 3 - "Battering Ram": Magically lengthens the shaft for a short amount of time to double its normal length. Can be sustained using a small flow of magic, and the initial cost is low. Ideally used mid swing to generate extra momentum mid-swing and strike enemies at surprising distance.

-Ability 4 - "Solar Ram": A Fire aligned variant of Battering Ram. Makes the head dramatically hotter, wrapping it in an orb of flame while lengthening the shaft to keep it at a safe distance. Obviously costs quite a bit more to channel, but it greatly empowers your weapon and increases your effective range while you do so.

-(200JP) - "O-Nebula": A double-sided hammer with two long, thin spikes protruding from each side. The weight behind the sharpened spikes gives them incredible penetrating potential, making this a great anti-armor weapon. In addition, O-Nebula has a Water affinity, allowing it to chill and freeze with every attack and deal increased damage to Fire aligned enemies.

-Ability 1 - "Ice Soul": An Ice aligned magical ability, for a bit of magic your Knight can release a shockwave of numbing cold and ice crystals that can batter and slice up enemies in range. Scales with Leg Magic Potency, has a short cast time.

-Ability 2 - "Glacial Soul": A more powerful version of Ice Soul with larger and more numerous chunks of ice capable of smashing, piercing and slicing enemies while chilling them to the bone. Possesses a larger area of effect compared to Ice Soul, but costs more magic and takes longer to activate.

-Ability 3 - "Barrier Crush": Burns some magic, covering the striking surface of the bludgeon with a disruptive magic field for one attack. This attack is able to not only strike magical barriers and protections, it's able to deal significant damage or outright destroy them. Just as strong as a normal attack against normal enemies and objects.

-Ability 4 - "Barrier Shatter": A Water aligned variant of Barrier Crush. In addition to the normal effect, it spreads a layer of ice over whatever it struck before it explodes. This apparently helps with shattering magical barriers and defenses it seems, and can be quite scary for Fire aligned enemies.

-(200JP) - "Supermassive": A hammer with an especially thick handle and large, hourglass shaped head. There's a weighty rod in the head of Supermassive that slides back and forth as it's swung, generating extra force with every attack. Supermassive is incredibly heavy and awkward for all but the strongest Knights. Supermassive has an Earth Affinity allowing it deal extra damage to Wind aligned enemies.

-Ability 1 - "Earth Soul": An Earth aligned magical ability, releases a shockwave of Earth Magic and stones in every direction on use to bludgeon enemies. Has a short cast time, becomes more powerful with higher Arm Magic Potency.

-Ability 2 - "Quake Soul": A more powerful version of Earth Soul, produces more stones, heavier stones and shakes the ground. Wider area of effect, costs more magic, takes longer to "cast". Tremors continue for a bit after the shockwave.

-Ability 3 - "Divine Pummel": Requires the wielder to prepare a strike before slowly feeding magic into bludgeon. The longer the wielder prepares their next attack, the more powerful and magic intensive it will eventually be. Has the capacity for extreme damage, but hard to land due to how slow it is.

-Ability 4 - "Earth Break": An Earth aligned variant of Soul Bash. Outside of the Earth affinity that helps deal considerable extra damage to Wind aligned enemies, Earth Break appears exactly the same at first. When used to strike the ground instead of an enemy though, Earth Break causes a wave of sharp rocks to shoot upwards from the ground in a wave that expands in every direction.

-(200JP) - "The Pillars": A pair of large nunchaku with a thick chain. The Pillars, despite its weighty appearance, can be wielded with insane speeds provided they are in capable hands, while possibly coming back to smack your Knight in the face if not. The Pillars possess a Wind affinity causing every swing to generate a gust of air, and allowing them to deal considerable damage to Earth enemies.

-Ability 1 - "Storm Soul": A Wind aligned magical ability, causes your Knight to release a shockwave of air and blades of wind that blow away and slice up nearby enemies. Has a short cast time, scales with Leg Magic Potency.

-Ability 2 - "Hurricane Soul": A more powerful variant of Storm Soul, in addition to a stronger blast of wind, bolts of electricity ride the shockwave that blasts off of your Knight. Wider area of effect and more power, but more costly and takes longer to use.

-Ability 3 - "Violent Swing": Burns some magic to empower your next swing, which is recommended to be a golf or baseball styled swing. This next attack will be extra powerful, and release a pulse of magic from the striking face to violently knock enemies away. When properly executed, enemies go flying.

-Ability 4 - "Violent Winds": A Wind aligned variant of Violent Swing. Consumes more magic to perform, but instead of violently knocking enemies away, it produces a small, persistent tornado at the point of impact. When used to strike an enemy, it causes this tornado to form around them, picking them up, battering them and throwing them around.

-(300JP) - "Knofwan": An ornate, golden staff with a white crystal ball at the top. Despite Knofwan's appearance, it shall not break easily, but that doesn't make it good in melee, it's quite terrible actually. Knofwan does grant great magical prowess though, and an assortment of magical abilities. Magic Potency +4 when equipped.

-Ability 1 - "Storm Soul": A Wind aligned magical ability, causes your Knight to release a shockwave of air and blades of wind that blow away and slice up nearby enemies. Has a short cast time, scales with Leg Magic Potency.

-Ability 2 - "Flame Soul": A Fire aligned magical ability, causes your Knight to release a wall of heat and fire in every direction to attack and burn all nearby enemies. Scales with Arm Magic Potency, has a short cast time.

-Ability 3 - "Earth Soul": An Earth aligned magical ability, releases a shockwave of Earth Magic and stones in every direction on use to bludgeon enemies. Has a short cast time, becomes more powerful with higher Arm Magic Potency.

-Ability 4 - "Ice Soul": An Ice aligned magical ability, for a bit of magic your Knight can release a shockwave of numbing cold and ice crystals that can batter and slice up enemies in range. Scales with Leg Magic Potency, has a short cast time.

-Ability 5 - "Healer Soul": A magical ability that allows you to release a healing pulse of magic towards your target of choice, or yourself if you feel the need. Scales with Head Magic Potency, but at base level it should heal gashes, large dents and other similar levels of damage. Has a short cast time.

-Ability 6 - "Magic Bolts": Magic Bolts allows you to fire unaligned bolts of pure magic, from the crystal on top, that explode on impact with enemies. You start by using a very small amount of magic to select "mode", which is shown by the color of the crystal ball at the top. Switching Knofwan to "Blue" allows you to fire small magical bolts at an incredible rate of fire in the desired direction, peppering a single target at a time.

Selecting "Yellow" allows you to fire a spray of numerous small bolts out in a cone in the desired direction for a "shotgun" style effect. Choosing "Red" allows you to charge up larger magical bolts, with the longer you charge, the bigger and more powerful the bolts are. Blue is by far the most cost efficient, but Yellow is easier to hit enemies with, and Red is the most powerful. Upon deactivation, the crystal ball simply goes back to a white color.

-(300JP) - "Big Brother": Big Brother a large metal club resembling a baseball bat with spikes. The spikes jutting from the top make it surprisingly good at stabbing attacks, but it shines most when used for brutal swings that send bloodied foes flying!

-Ability 1 - "Battering Ram": Magically lengthens the shaft for a short amount of time to double its normal length. Can be sustained using a small flow of magic, and the initial cost is low. Ideally used mid swing to generate extra momentum mid-swing and strike enemies at surprising distance.

-Ability 2 - "Barrier Crush": Burns some magic, covering the striking surface of the bludgeon with a disruptive magic field for one attack. This attack is able to not only strike magical barriers and protections, it's able to deal significant damage or outright destroy them. Just as strong as a normal attack against normal enemies and objects.

-Ability 3 - "Divine Pummel": Requires the wielder to prepare a strike before slowly feeding magic into bludgeon. The longer the wielder prepares their next attack, the more powerful and magic intensive it will eventually be. Has the capacity for extreme damage, but hard to land due to how slow it is.

-Ability 4 - "Violent Swing": Burns some magic to empower your next swing, which is recommended to be a golf or baseball styled swing. This next attack will be extra powerful, and release a pulse of magic from the striking face to violently knock enemies away. When properly executed, enemies go flying.

-Ability 5 - "Ultraviolent Swing": A much more powerful version of Violent Swing, that also obviously consumes a lot more magic. Ultraviolent Swing seems to warp the frame of the enemy struck before launching them through the air at high speeds, this affecting even some larger and heavier enemies.

-(300JP / Discount for Windwalkers) - "Full Circle": A large hammer with numerous pyramid shaped spikes on the face like a tenderizing mallet, and what appears to be a rocket engine sprouting from the back. Full Circle functions perfectly well as a normal hammer, smashing and crushing enemies with ease in the right hands, but possesses a unique passive ability that brings it over the top.

-Ability 1 -(Passive)- "Rocket Hammer": At any time, even during the use of another ability (or perhaps especially) you can filter magic into Full Circle to activate the rocket at the back of the head and accelerate your swings for massive additional damage. Provided you have the strength required to hold it in place, this can also be used to burn enemies.

-Ability 2 - "Battering Ram": Magically lengthens the shaft for a short amount of time to double its normal length. Can be sustained using a small flow of magic, and the initial cost is low. Ideally used mid swing to generate extra momentum mid-swing and strike enemies at surprising distance.

-Ability 3 - "Violent Swing": Burns some magic to empower your next swing, which is recommended to be a golf or baseball styled swing. This next attack will be extra powerful, and release a pulse of magic from the striking face to violently knock enemies away. When properly executed, enemies go flying.

-Ability 4 - "Barrier Crush": Burns some magic, covering the striking surface of the bludgeon with a disruptive magic field for one attack. This attack is able to not only strike magical barriers and protections, it's able to deal significant damage or outright destroy them. Just as strong as a normal attack against normal enemies and objects.

-Ability 5 - "Flame Soul": A Fire aligned magical ability, causes your Knight to release a wall of heat and fire in every direction to attack and burn all nearby enemies. Scales with Arm Magic Potency, has a short cast time.

-(500JP) - "Mjoljo": A very high quality hammer with a rather short shaft and a large, rectangular head with cube-shaped protrusions from the striking surface on either side. Mjoljo is almost perfect, from the way it feels in your hands to weight and shape. The only imperfection is a somewhat short handle which makes it a bit awkward to use, but the strongest Knights will not even notice.

-Ability 1 - "Battering Ram": Magically lengthens the shaft for a short amount of time to double its normal length. Can be sustained using a small flow of magic, and the initial cost is low. Ideally used mid swing to generate extra momentum mid-swing and strike enemies at surprising distance.

-Ability 2 - "Barrier Crush": Burns some magic, covering the striking surface of the bludgeon with a disruptive magic field for one attack. This attack is able to not only strike magical barriers and protections, it's able to deal significant damage or outright destroy them. Just as strong as a normal attack against normal enemies and objects.

-Ability 3 - "Violent Swing": Burns some magic to empower your next swing, which is recommended to be a golf or baseball styled swing. This next attack will be extra powerful, and release a pulse of magic from the striking face to violently knock enemies away. When properly executed, enemies go flying.

-Ability 4 - "Divine Pummel": Requires the wielder to prepare a strike before slowly feeding magic into bludgeon. The longer the wielder prepares their next attack, the more powerful and magic intensive it will eventually be. Has the capacity for extreme damage, but hard to land due to how slow it is.

-Ability 5 - "Soul Bash": Eats up a large chunk of magic to dramatically empower the weapon's next attack. This attack isn't only extra destructive, but releases a shockwave from the point of impact to hurt nearby enemies as well. The downside, outside of cost, is that there's some magical recoil from the attack.

-Ability 6 - "Earth Soul": An Earth aligned magical ability, releases a shockwave of Earth Magic and stones in every direction on use to bludgeon enemies. Has a short cast time, becomes more powerful with higher Arm Magic Potency.

-Ability 7 - "Stardust Crusade": Upon activation, the head will begin to glow and little particles of magic will begin to spin around it. This aura massively empowers your next attack, and on such a successful attack, the particles clinging to the hammer explode out in every direction. Soon after, the particles will grow and warp into the shape of Knight-sized fists that target the enemy struck.

They fly in, pelting them from every direction in a storm of punches equivalent in strength to one of your own. The tails behind each fist making them look like little comets. The more magic fed into the move, the more particles/fists formed, though even the minimum requirement to perform it eats up monstrous amounts of magic.

-----("Projectile Weapons")-----

"Projectile Weapons" are as you would expect, your ranged weapons. They consist primarily of bows, with several other choices included, but all of them consume bits (or more) of your magic to form their magical projectiles. While this makes them costly compared to other weapons, those who can supply them will find powerful and reliable weapons that remain deadly and accurate at long range.

-(50JP / Free for Commoners) - "Worn Knight's Bow": A shabby looking worn bow clearly made for use by a Knight. The arrows it forms from your magic are unstable, and thus shorter range and lower power than they should be. That being said, as it's cheap for all and free for some, you can't argue that you're not getting your money's worth here.

-Ability 1 - "Power Shot": Burns some magic to empower your next shot, causing the magic projectile to come out bigger and stronger compared to the normal projectiles. Once released, the user of the ability will find that it flies faster as well, allowing them to more accurately nail those evasive or small targets from farther away.

-(100JP) - "Basic Bow": Looks much like the Worn Knight's Bow, only in much better condition and higher quality. The Basic Bow's projectiles are completely stable, and the bow is an overall improvement over the default model seen above. The only thing it doesn't match is price, but seeing as it's only a little more that's not much issue.

-Ability 1 - "Power Shot": Burns some magic to empower your next shot, causing the magic projectile to come out bigger and stronger compared to the normal projectiles. Once released, the user of the ability will find that it flies faster as well, allowing them to more accurately nail those evasive or small targets from farther away.

-Ability 2 - "Marker": A magical ability unique to bows. After spending a bit of magic, you're able to apply a moderately sized target on an enemy, object or surface within your line of sight. This target mark weakens the area it was applied over, allowing additional shots to more easily penetrate the area it covers. Required for Homing Shot.

-Ability 3 - "Homing Shot": Requires something to have been marked with "Marker" before being available for use. Empowers your next shot, though not to the same degree as Power Shot, by spending a little magic. This special shot will magically home in on the closest "target mark" in the area and attempt to puncture it. Fantastic homing, hard to dodge but blocking it is possible.

-(100JP) - "Pachinko": A slingshot with a unique design, two bands intersecting to form an X shape. It forms small, marble-like projectiles from your magic as opposed to arrows. These pellets deal little damage comparatively, but are very cost efficient. The efficiency and size making this an excellent weapon for sending a barrage of projectiles your enemy's way, or just making hit and run attacks.

-Ability 1 - "Power Shot": Burns some magic to empower your next shot, causing the magic projectile to come out bigger and stronger compared to the normal projectiles. Once released, the user of the ability will find that it flies faster as well, allowing them to more accurately nail those evasive or small targets from farther away.

-Ability 2 - "Divine Rain": Burns quite a lot of magic relative to your projectile cost to empower your next shot. On impact, the shot deals no damage, but illuminates the enemy or surface struck before summoning a storm of normal strength projectiles for the weapon to rain down on the position for a few seconds.

-Ability 3 - "Storm Soul": A Wind aligned magical ability, causes your Knight to release a shockwave of air and blades of wind that blow away and slice up nearby enemies. Has a short cast time, scales with Leg Magic Potency.

-(100JP) - "Cutemis": A bow with curled limbs, about half the size of the Basic Bow over all. Cutemis has arrows to match its size, as the ones it forms are half the strength but half the cost of the Basic Bow's. With its size and ammo efficiency, it lends well to a mobile style, helping to keep enemies pinned down with more damage than Pachinko.

-Ability 1 - "Marker": A magical ability unique to bows. After spending a bit of magic, you're able to apply a moderately sized target on an enemy, object or surface within your line of sight. This target mark weakens the area it was applied over, allowing additional shots to more easily penetrate the area it covers. Required for Homing Shot.

-Ability 2 - "Homing Shot": Requires something to have been marked with "Marker" before being available for use. Empowers your next shot, though not to the same degree as Power Shot, by spending a little magic. This special shot will magically home in on the closest "target mark" in the area and attempt to puncture it. Fantastic homing, hard to dodge but blocking it is possible.

-Ability 3 - "Healer Soul": A magical ability that allows you to release a healing pulse of magic towards your target of choice, or yourself if you feel the need. Scales with Head Magic Potency, but at base level it should heal gashes, large dents and other similar levels of damage. Has a short cast time.

-Ability 4 - "Ice Soul": An Ice aligned magical ability, for a bit of magic your Knight can release a shockwave of numbing cold and ice crystals that can batter and slice up enemies in range. Scales with Leg Magic Potency, has a short cast time.

-(100JP) - "Arpid": A bow with thick limbs, about twice the size of the Basic Bow over all. Arpid's arrows twice as big, strong and long compared to the Basic Bows, but carry twice the cost as well. Its weight, size and powerful projectiles make it apt at long distance sniping, making every powerful shot count.

-Ability 1 - "Power Shot": Burns some magic to empower your next shot, causing the magic projectile to come out bigger and stronger compared to the normal projectiles. Once released, the user of the ability will find that it flies faster as well, allowing them to more accurately nail those evasive or small targets from farther away.

-Ability 2 - "Pinning Shot": Burns some magic to sharpen the head of your next projectile, as well as causing it to lengthen once fired. Pinning Shot has excellent armor piercing abilities, and unlike most other shots is "persistent" meaning it will stay in tact after impact for a few minutes instead of a few seconds. This makes it great for pinning enemies to walls or the ground.

-Ability 3 - "Marker": A magical ability unique to bows. After spending a bit of magic, you're able to apply a moderately sized target on an enemy, object or surface within your line of sight. This target mark weakens the area it was applied over, allowing additional shots to more easily penetrate the area it covers. Required for Homing Shot.

-Ability 4 - "Divine Rain": Burns quite a lot of magic relative to your projectile cost to empower your next shot. On impact, the shot deals no damage, but illuminates the enemy or surface struck before summoning a storm of normal strength projectiles for the weapon to rain down on the position for a few seconds.

-(200JP) - "Apelsors": A knight sized crossbow that looks more like a ballista. Apelsors's projectiles are large bolts, powerful and not as costly as you would think but somewhat slow. Due to its design, Apelsors is "loaded" by cocking the string back, allowing you to ready a shot before battle at the cost of a low fire rate.

-Ability 1 - "Marker": A magical ability unique to bows. After spending a bit of magic, you're able to apply a moderately sized target on an enemy, object or surface within your line of sight. This target mark weakens the area it was applied over, allowing additional shots to more easily penetrate the area it covers. Required for Homing Shot.

-Ability 2 - "Homing Shot": Requires something to have been marked with "Marker" before being available for use. Empowers your next shot, though not to the same degree as Power Shot, by spending a little magic. This special shot will magically home in on the closest "target mark" in the area and attempt to puncture it. Fantastic homing, hard to dodge but blocking it is possible.

-Ability 3 - "Pinning Shot": Burns some magic to sharpen the head of your next projectile, as well as causing it to lengthen once fired. Pinning Shot has excellent armor piercing abilities, and unlike most other shots is "persistent" meaning it will stay intact after impact for a few minutes instead of a few seconds. This makes it great for pinning enemies to walls or the ground.

-Ability 4 - "Storm Soul": A Wind aligned magical ability, causes your Knight to release a shockwave of air and blades of wind that blow away and slice up nearby enemies. Has a short cast time, scales with Leg Magic Potency.

-(200JP) - "Spiral": An average (for a Knight) sized bow decorated in spiral engravings, giving the tops of its limbs the appearance of drills. Spiral's magical arrows have two special traits, the first being a conical drill shaped head and the second being tilted fins. These traits cause them to rapidly spin once fired, allowing them to fly straighter, and more easily penetrate enemies and other targets.

-Ability 1 - "Power Shot": Burns some magic to empower your next shot, causing the magic projectile to come out bigger and stronger compared to the normal projectiles. Once released, the user of the ability will find that it flies faster as well, allowing them to more accurately nail those evasive or small targets from farther away.

-Ability 2 - "Marker": A magical ability unique to bows. After spending a bit of magic, you're able to apply a moderately sized target on an enemy, object or surface within your line of sight. This target mark weakens the area it was applied over, allowing additional shots to more easily penetrate the area it covers. Required for Homing Shot.

-Ability 3 - "Storm Soul": A Wind aligned magical ability, causes your Knight to release a shockwave of air and blades of wind that blow away and slice up nearby enemies. Has a short cast time, scales with Leg Magic Potency.

-Ability 4 - "Boundless Energy": Costs some magic to empower your next shot. While the projectile looks normal at first, its effects become very noticeable on contact with the right targets. The drill arrows, if unable to penetrate their target completely, will continue to spin while sapping magic from whatever it is they're in contact with to sustain themselves until they either can't sap any more, burst through or are destroyed. If there is no magic to sustain them, they will disperse as normal.

-(200JP) - "Carnival": Carnival is a bow with limbs that appear to be stylized like flames, and have several forward facing spikes as a result. The bow itself has an affinity for Fire, meaning strikes and shots with it will be extra effective against Water aligned enemies, and can set things on fire. The shots themselves have additional special properties due to a Passive ability.

-Ability 1 - "Flame Soul": A Fire aligned magical ability, causes your Knight to release a wall of heat and fire in every direction to attack and burn all nearby enemies. Scales with Arm Magic Potency, has a short cast time.

-Ability 2 - "Wildfire Soul": A more powerful version of Flame Soul that produces more fire at the cost of more magic, hotter, brighter, more voracious fire. Wildfire Soul has a great area of effect, allowing it to hit more enemies at once compared to Flame Soul, but also has a longer cast time.

-Ability 3 - "Pinning Shot": Burns some magic to sharpen the head of your next projectile, as well as causing it to lengthen once fired. Pinning Shot has excellent armor piercing abilities, and unlike most other shots is "persistent" meaning it will stay in tact after impact for a few minutes instead of a few seconds. This makes it great for pinning enemies to walls or the ground.

-Ability 4 -(Passive)- "Burning Silence": Magical arrows formed by Carnival using your magic are made of magical fire, burning bright and hot, yet not burning the wielder's hands. These lances of fire carry an additional property of inflicting the magical ailment "Silence". Silence temporarily takes away the inflicted's ability to speak or perform magic, truly making Carnival a potent anti-mage weapon.

-(200JP) - "Fisher King": Fisher King is a longbow with limbs that resemble long, rigid icicles and a curved handle. The bow itself carries a Water affinity, meaning stabbing or shooting Fire aligned enemies is extra effective, and attacks carry the potential to freeze things solid. The shots themselves have additional special properties due to a Passive ability.

-Ability 1 - "Ice Soul": An Ice aligned magical ability, for a bit of magic your Knight can release a shockwave of numbing cold and ice crystals that can batter and slice up enemies in range. Scales with Leg Magic Potency, has a short cast time.

-Ability 2 - "Glacial Soul": A more powerful version of Ice Soul with larger and more numerous chunks of ice capable of smashing, piercing and slicing enemies while chilling them to the bone. Possesses a larger area of effect compared to Ice Soul, but costs more magic and takes longer to activate.

-Ability 3 - "Marker": A magical ability unique to bows. After spending a bit of magic, you're able to apply a moderately sized target on an enemy, object or surface within your line of sight. This target mark weakens the area it was applied over, allowing additional shots to more easily penetrate the area it covers. Required for Homing Shot.

-Ability 4 -(Passive)- "Cold Sleep": Magical arrows formed by Fisher King using your magic are made of magically formed ice, freezing and solid enough to be able to persist even after impact, though shattering is also possible. These lances of ice carry the additional power to inflict the "Sleep" magical ailment. Those afflicted with Sleep will be instantly yet temporarily put to sleep, though the shock of an attack will wake them back up.

-(200JP) - "Athens": A heavy bow seemingly made of solid stone, with round eye engravings on the limbs. Athens itself carried an Earth affinity, meaning bashing or shooting enemies with Wind affinities will be extra effective, and for all attacks to feel extra weighty on impact. The shots themselves have additional special properties due to a Passive ability.

-Ability 1 - "Earth Soul": An Earth aligned magical ability, releases a shockwave of Earth Magic and stones in every direction on use to bludgeon enemies. Has a short cast time, becomes more powerful with higher Arm Magic Potency.

-Ability 2 - "Quake Soul": A more powerful version of Earth Soul, produces more stones, heavier stones and shakes the ground. Wider area of effect, costs more magic, takes longer to "cast". Tremors continue for a bit after the shockwave.

-Ability 3 - "Divine Rain": Burns quite a lot of magic relative to your projectile cost to empower your next shot. On impact, the shot deals no damage, but illuminates the enemy or surface struck before summoning a storm of normal strength projectiles for the weapon to rain down on the position for a few seconds.

-Ability 4 -(Passive)- "Heavy Poison": Magical arrows formed by Athens using your magic are made of magically formed stone, heavy and enduring, they are able to persist like the Ice Arrows of Fisher King, but are far more likely to stay whole on impact. These stone arrows are also dripping with a foul purple poison that can inflict the magical ailment "Poison" on enemies. Poison despite its name affects even inorganic enemies, slowly (though temporarily) whittling away at their vitality. This can be deadly.

-(200JP) - "Umber": A short bow with a comfy hand and starkly contrasting jagged limbs. Umber possesses a Wind affinity, meaning attacks made from it like shooting or smacking are extra potent against Earth aligned enemies, and cause the air to blow and twist around them. The shots themselves have additional special properties due to a Passive ability.

-Ability 1 - "Storm Soul": A Wind aligned magical ability, causes your Knight to release a shockwave of air and blades of wind that blow away and slice up nearby enemies. Has a short cast time, scales with Leg Magic Potency.

-Ability 2 - "Hurricane Soul": A more powerful variant of Storm Soul, in addition to a stronger blast of wind, bolts of electricity ride the shockwave that blasts off of your Knight. Wider area of effect and more power, but more costly and takes longer to use.

-Ability 3 - "Power Shot": Burns some magic to empower your next shot, causing the magic projectile to come out bigger and stronger compared to the normal projectiles. Once released, the user of the ability will find that it flies faster as well, allowing them to more accurately nail those evasive or small targets from farther away.

-Ability 4 -(Passive)- "Shocking Paralysis": Magical arrows formed by Umber using your magic are made from magical electricity, jolting foes and flying far faster than the average projectile from this group. In addition to shocking enemies, Umber's arrows possess the ability to inflict the magical ailment "Paralysis". Paralysis causes arcs of electricity to dance across the surface of an enemy, temporarily locking their ability to move until the ailment wears off or is cured.

-(300JP) - "Sevocu": A golden, bejeweled bow, highly ornate in its design. Unlike other similar weapons with an ornate appearance and magical affinity, due to the projectiles formed by Projectile Weapons being magical in nature and made of the wielder's magic, Sevocu's basic attacks are actually very powerful! That being said, it is pretty heavy for its size, making it a bit awkward without decent Strength. Sevocu boasts an array of elemental abilities, in addition to some healing. Magic Potency +4 while equipped.

-Ability 1 - "Storm Soul": A Wind aligned magical ability, causes your Knight to release a shockwave of air and blades of wind that blow away and slice up nearby enemies. Has a short cast time, scales with Leg Magic Potency.

-Ability 2 - "Flame Soul": A Fire aligned magical ability, causes your Knight to release a wall of heat and fire in every direction to attack and burn all nearby enemies. Scales with Arm Magic Potency, has a short cast time.

-Ability 3 - "Earth Soul": An Earth aligned magical ability, releases a shockwave of Earth Magic and stones in every direction on use to bludgeon enemies. Has a short cast time, becomes more powerful with higher Arm Magic Potency.

-Ability 4 - "Ice Soul": An Ice aligned magical ability, for a bit of magic your Knight can release a shockwave of numbing cold and ice crystals that can batter and slice up enemies in range. Scales with Leg Magic Potency, has a short cast time.

-Ability 5 - "Healer Soul": A magical ability that allows you to release a healing pulse of magic towards your target of choice, or yourself if you feel the need. Scales with Head Magic Potency, but at base level it should heal gashes, large dents and other similar levels of damage. Has a short cast time.

-Ability 6 - "Defilement": Eats up quite a bit of magic to empower the next shot. This shot will have a myriad of colors dancing across the warped surface like made of liquid rainbows. Only on contact with an enemy does it show its true nature, with the ability to inflict a wide variety of magical ailments. Poison, Sleep, Paralysis, Silence and others such as "Stun", "Shackle", "Cursed" and "Mana Leak".

"Stun" makes the enemy feel incredibly off balance for a few seconds, as if punched right in the face or slapped in the ears. "Shackle" forms magical chains that lock the afflicted's movement down in all respects for a short time. "Curse" weakens in every sense of the word, making them slower, weaker, more fragile and less magically potent.

"Mana Leak" slowly drains magical energy from the afflicted and disperses it into the area. While a target may not be afflicted with all of them at once, and they are temporary, you can assume even highly magically resistant enemies will find themselves falling ill to one or two. The shot itself does average damage.

-(300JP) - "Moby": A wide departure from the other weapons in this group, Moby appears as a large cannon with handles and a spiked barrel opening. Moby must be charged before able to fire, but the projectile it projects is truly frightening, a massive harpoon with a quadruple bladed head. Moby's shots boast incredible piercing strength, and the cannon itself is effective for bludgeoning. While magic intensive and certainly not adapted for rapid fire, few other projectile weapons come close to Moby's single shot power.

-Ability 1 - "Marker": A magical ability unique to bows. After spending a bit of magic, you're able to apply a moderately sized target on an enemy, object or surface within your line of sight. This target mark weakens the area it was applied over, allowing additional shots to more easily penetrate the area it covers. Required for Homing Shot.

-Ability 2 - "Homing Shot": Requires something to have been marked with "Marker" before being available for use. Empowers your next shot, though not to the same degree as Power Shot, by spending a little magic. This special shot will magically home in on the closest "target mark" in the area and attempt to puncture it. Fantastic homing, hard to dodge but blocking it is possible.

-Ability 3 - "Ice Soul": An Ice aligned magical ability, for a bit of magic your Knight can release a shockwave of numbing cold and ice crystals that can batter and slice up enemies in range. Scales with Leg Magic Potency, has a short cast time.

-Ability 4 - "Pinning Shot": Burns some magic to sharpen the head of your next projectile, as well as causing it to lengthen once fired. Pinning Shot has excellent armor piercing abilities, and unlike most other shots is "persistent" meaning it will stay intact after impact for a few minutes instead of a few seconds. This makes it great for pinning enemies to walls or the ground.

-Ability 5 - "Reel Problem": Burns a bit of extra magic to attach a magical chain to your next shot, eating additional magic the farther it flies to lengthen the chain. After puncturing an enemy, the shot digs in before the chain retracts, slowly pulling them towards you.

While being pulled, you may of course use your connection to swing them around and batter them, providing you have the strength. At the end of the line, they will be speared by the spike barrel opening and the harpoon brutally yanked out of them, ready to be fired a second time for free, though lacking the chain.

-(300JP / Discount for Windwalkers) - "High Voltage": A strange looking bow with a more modern appearance than the rest, a compound bow. High Voltage's arrows, despite the name, are less electrifying and more dynamite. They have a bulbous tip and explode on impact is what I mean! This is a passive ability, and quite a potent one at that. Combined with the special design of the bow, wielders can fling speedy explosives at long distances!

-Ability 1 -(Passive)- "T.N.T": High Voltages arrows do not pierce or puncture enemies, instead sporting a ball shaped head that crushes before rupturing in a might explosion! Despite the additional power, the arrows only cost slightly more than the Basic Bows, making them efficient with their destruction.

-Ability 2 - "Marker": A magical ability unique to bows. After spending a bit of magic, you're able to apply a moderately sized target on an enemy, object or surface within your line of sight. This target mark weakens the area it was applied over, allowing additional shots to more easily penetrate the area it covers. Required for Homing Shot.

-Ability 3 - "Homing Shot": Requires something to have been marked with "Marker" before being available for use. Empowers your next shot, though not to the same degree as Power Shot, by spending a little magic. This special shot will magically home in on the closest "target mark" in the area and attempt to puncture it. Fantastic homing, hard to dodge but blocking it is possible.

-Ability 4 - "Divine Rain": Burns quite a lot of magic relative to your projectile cost to empower your next shot. On impact, the shot deals no damage, but illuminates the enemy or surface struck before summoning a storm of normal strength projectiles for the weapon to rain down on the position for a few seconds.

-Ability 5 - "Flame Soul": A Fire aligned magical ability, causes your Knight to release a wall of heat and fire in every direction to attack and burn all nearby enemies. Scales with Arm Magic Potency, has a short cast time.

-(300JP) - "Mastranga": A quality bow on the level of the others legendary weapons in terms of craftsmanship. Rather large yet surprisingly light, able to fold in on itself for travel, excellent springiness, everything you could possible want. The arrows produced are extremely efficient with magic, condensing it into a sharp projectile of semi-solid magic cut pierces with frightening ease.

-Ability 1 - "Power Shot": Burns some magic to empower your next shot, causing the magic projectile to come out bigger and stronger compared to the normal projectiles. Once released, the user of the ability will find that it flies faster as well, allowing them to more accurately nail those evasive or small targets from farther away.

-Ability 2 - "Marker": A magical ability unique to bows. After spending a bit of magic, you're able to apply a moderately sized target on an enemy, object or surface within your line of sight. This target mark weakens the area it was applied over, allowing additional shots to more easily penetrate the area it covers. Required for Homing Shot.

-Ability 3 - "Homing Shot": Requires something to have been marked with "Marker" before being available for use. Empowers your next shot, though not to the same degree as Power Shot, by spending a little magic. This special shot will magically home in on the closest "target mark" in the area and attempt to puncture it. Fantastic homing, hard to dodge but blocking it is possible.

-Ability 4 - "Pinning Shot": Burns some magic to sharpen the head of your next projectile, as well as causing it to lengthen once fired. Pinning Shot has excellent armor piercing abilities, and unlike most other shots is "persistent" meaning it will stay in tact after impact for a few minutes instead of a few seconds. This makes it great for pinning enemies to walls or the ground.

-Ability 5 - "Divine Rain": Burns quite a lot of magic relative to your projectile cost to empower your next shot. On impact, the shot deals no damage, but illuminates the enemy or surface struck before summoning a storm of normal strength projectiles for the weapon to rain down on the position for a few seconds.

-Ability 6 - "Healer Soul": A magical ability that allows you to release a healing pulse of magic towards your target of choice, or yourself if you feel the need. Scales with Head Magic Potency, but at base level it should heal gashes, large dents and other similar levels of damage. Has a short cast time.

-Ability 7 - "The Bird": Eats up a ton of magic to form a golden arrow. Once fired, this arrow's top forms into a beak and head, the shaft into a body and the fins into wings, before this magical bird grows and screeches across the battlefield. It will even curve its flight path to try and hit the intended target dead on and pierce through obstacles in its way, flying back around if it misses.

Upon finally pushing through the intended recipient with its beak, likely slicing them in half with its wings, it releases a final screech before blowing up in a purely magical explosion. Its magic can be depleted if evaded long enough, and it can probably be stopped as well.

-----("Shields")-----

"Shields" are shields, not so much weapons for the most part as they are a form of defensive equipment. That isn't to say they can't be used for offense, as many of them boast some frightening offensive might, just that they are better suited to being a form of support rather than your main weapon. Shields boast the most support abilities compared to any other section.

-(50JP / Free for Warrior) - "Worn Knight's Shield": A round, medium sized shield with chips and a dent or two, clearly worn from use. It doesn't do a great job of blocking attacks, the force getting through making it almost feel like you're blocking with your arm. While poor defense, it's so cheap that you can't say you didn't get your point's worth out of it.

-Ability 1 - "Shield Bash": Empowers your shield using magic for a strong melee attack that knocks enemies back, with a great chance of inflicting "Stun". "Stun" makes the enemy feel incredibly off balance for a few seconds, a feeling similar to being punched in the temple or slapped in the ears. This makes Shield Bash excellent for shattering the enemy's focus and breaking their defense.

-(100JP) - "Basic Knight's Shield": A superior version of the Worn Knight's Shield, visually similar outside of being in much better condition. It makes for a much better defensive implement, and the size means you can completely wall off allies from enemy attacks until they're safe. All around better for a marginal increase in price.

-Ability 1 - "Shield Bash": Empowers your shield for a strong melee attack that knocks enemies back, with a great chance of inflicting "Stun". "Stun" makes the enemy feel incredibly off balance for a few seconds, a feeling similar to being punched in the temple or slapped in the ears. This makes Shield Bash excellent for interrupting the enemy's focus and opening up their defense.

-Ability 2 - "Shield Throw": Charges your shield with magic before tossing it. After flying through the air and colliding with an enemy or other surface, it will teleport back to the thrower's arm. The power varies with the size and shape of the shield, and the Strength of the Knight throwing it of course.

-Ability 3 - "Mirror Wall": Consumes a moderate amount of magic, causing the surface of your shield to gain a translucent, reflective coating on the surface. This coating causes anything that collides with the shield to be violently repelled. The affect it has on melee attacks can disarm enemies or drive them back, while magical blasts and other projectiles can even be bounced back in the direction they came! Quick cast time, lasts for only a few seconds, mostly used for precision countering.

-(100JP) - "Stallion": A small, round buckler with a dome-like bulge in the center. Due to its small size and light weight, Stallion is used for a more active form of defense, parrying enemy attacks to open them up for counter attacks and forcefully smashing projectiles out of the air before they reach their intended target.

-Ability 1 - "Shield Throw": Charges your shield with magic before tossing it. After flying through the air and colliding with an enemy or other surface, it will teleport back to the thrower's arm. The power varies with the size and shape of the shield, and the Strength of the Knight throwing it of course.

-Ability 2 - "Mirror Wall": Consumes a moderate amount of magic, causing the surface of your shield to gain a translucent, reflective coating on the surface. This coating causes anything that collides with the shield to be violently repelled. The affect it has on melee attacks can disarm enemies or drive them back, while magical blasts and other projectiles can even be bounced back in the direction they came! Quick cast time, lasts for only a few seconds, mostly used for precision countering.

-Ability 3 - "Storm Soul": A Wind aligned magical ability, causes your Knight to release a shockwave of air and blades of wind that blow away and slice up nearby enemies. Has a short cast time, scales with Leg Magic Potency.

-(100JP) - "Galah Paego": A large, thick, heavy shield with a rectangular shape. Galah Paego is like a castle wall strapped to your arm, easily taking all but the strongest attacks with ease. The only problem is that it's REALLY HEAVY, making that castle wall analogy even more accurate. Prepare for immobility without at least a few ranks in Strength, and don't expect much quick blocking action.

-Ability 1 - "Barrier Break": A superior form of Shield Bash at the cost of much more magic. In addition to doing everything Shield Bash does, Barrier Break is able to strike and damage a wide variety of magical wards, protections and defenses. Weaker defensive enchantments and barriers will likely even be destroyed in a single strike, while stronger ones may need to be struck multiple times for any appreciable effect.

-Ability 2 - "Heavenly Ward": Using the defensive might of your shield as a conduit for your magic, you are able to apply a magical ward over yourself and nearby allies. This ward blocks some of the force behind enemy attacks that connect, like magical armor. Lasts for several minutes and doesn't completely block everything, so you're gonna wanna stay careful.

-Ability 3 - "Earth Soul": An Earth aligned magical ability, releases a shockwave of Earth Magic and stones in every direction on use to bludgeon enemies. Has a short cast time, becomes more powerful with higher Arm Magic Potency.

-(100JP) - "Datura": An oval shaped shield with a couple dozen long, thin spikes on the face of it. Datura has a good weight to it, and the spikes are damn sharp, allowing even normal shield bashing to be really dangerous. Datura is more useful for offense than defense though, due to the thin oval shape and weight making blocking somewhat difficult with higher Strength.

-Ability 1 - "Shield Bash": Empowers your shield for a strong melee attack that knocks enemies back, with a great chance of inflicting "Stun". "Stun" makes the enemy feel incredibly off balance for a few seconds, a feeling similar to being punched in the temple or slapped in the ears. This makes Shield Bash excellent for interrupting the enemy's focus and opening up their defense.

-Ability 2 - "Barrier Break": A superior form of Shield Bash at the cost of much more magic. In addition to doing everything Shield Bash does, Barrier Break is able to strike and damage a wide variety of magical wards, protections and defenses. Weaker defensive enchantments and barriers will likely even be destroyed in a single strike, while stronger ones may need to be struck multiple times for any appreciable effect.

-Ability 3 - "Healer Soul": A magical ability that allows you to release a healing pulse of magic towards your target of choice, or yourself if you feel the need. Scales with Head Magic Potency, but at base level it should heal gashes, large dents and other similar levels of damage. Has a short cast time.

-(200JP) - "Macho": Looks more like a giant buzzsaw with straps than a shield, it works regardless. Macho's serrated edge is sharpened to a dangerous extent, and doesn't really seem to lose this edge, allowing it to easily tear and slice into the hide of enemies. It's not actually too great on the defensive side.

-Ability 1 - "Shield Bash": Empowers your shield for a strong melee attack that knocks enemies back, with a great chance of inflicting "Stun". "Stun" makes the enemy feel incredibly off balance for a few seconds, a feeling similar to being punched in the temple or slapped in the ears. This makes Shield Bash excellent for interrupting the enemy's focus and opening up their defense.

-Ability 2 - "Shield Throw": Charges your shield with magic before tossing it. After flying through the air and colliding with an enemy or other surface, it will teleport back to the thrower's arm. The power varies with the size and shape of the shield, and the Strength of the Knight throwing it of course.

-Ability 3 - "Storm Soul": A Wind aligned magical ability, causes your Knight to release a shockwave of air and blades of wind that blow away and slice up nearby enemies. Has a short cast time, scales with Leg Magic Potency.

-Ability 4 - "Saw Toss": A superior form of Shield Throw, causing the thrown shield to spin while pushing forward, attempting to grind its way through whatever it strikes before teleporting back to the thrower's side. Due to its heightened power, it obviously costs quite a bit more magic.

-(200JP) - "Anbigu": Resembles a normal, medium-sized heater shield, with four large blades that resemble claws extending from the top. Anbigu provides excellent defense and offense, functioning fine as a normal shield or as a somewhat large fist weapon, the weight really helping with puncturing enemies.

-Ability 1 - "Shield Bash": Empowers your shield for a strong melee attack that knocks enemies back, with a great chance of inflicting "Stun". "Stun" makes the enemy feel incredibly off balance for a few seconds, a feeling similar to being punched in the temple or slapped in the ears. This makes Shield Bash excellent for interrupting the enemy's focus and opening up their defense.

-Ability 2 - "Barrier Break": A superior form of Shield Bash at the cost of much more magic. In addition to doing everything Shield Bash does, Barrier Break is able to strike and damage a wide variety of magical wards, protections and defenses. Weaker defensive enchantments and barriers will likely even be destroyed in a single strike, while stronger ones may need to be struck multiple times for any appreciable effect.

-Ability 3 - "Mirror Wall": Consumes a moderate amount of magic, causing the surface of your shield to gain a translucent, reflective coating on the surface. This coating causes anything that collides with the shield to be violently repelled. The affect it has on melee attacks can disarm enemies or drive them back, while magical blasts and other projectiles can even be bounced back in the direction they came! Quick cast time, lasts for only a few seconds, mostly used for precision countering.

-Ability 4 - "Flame Soul": A Fire aligned magical ability, causes your Knight to release a wall of heat and fire in every direction to attack and burn all nearby enemies. Scales with Arm Magic Potency, has a short cast time.

-(200JP) - "Dubai": Dubai resembles a heater shield with a wavy edge around it. Dubai has an affinity for Fire, meaning it's only permanently hot, but in the context of it being a shield this means it's extremely resistant to Fire aligned attacks, with a weakness for Water aligned attacks.

-Ability 1 - "Flame Soul": A Fire aligned magical ability, causes your Knight to release a wall of heat and fire in every direction to attack and burn all nearby enemies. Scales with Arm Magic Potency, has a short cast time.

-Ability 2 - "Wildfire Soul": A more powerful version of Flame Soul that produces more fire at the cost of more magic, hotter, brighter, more voracious fire. Wildfire Soul has a great area of effect, allowing it to hit more enemies at once compared to Flame Soul, but also has a longer cast time.

-Ability 3 - "Mirror Wall": Consumes a moderate amount of magic, causing the surface of your shield to gain a translucent, reflective coating on the surface. This coating causes anything that collides with the shield to be violently repelled. The affect it has on melee attacks can disarm enemies or drive them back, while magical blasts and other projectiles can even be bounced back in the direction they came! Quick cast time, lasts for only a few seconds, mostly used for precision countering.

-Ability 4 - "Firewall": A Fire aligned ability that burns magic to place a magical ward on yourself and nearby allies, greatly reduces the potency of Fire based attacks and abilities used against you and them. Those affected can even walk run through normal fire unharmed provided they're quick enough. Lasts half an hour, only a moderate magic cost.

-(200JP) - "Shi Cheng": A diamond shaped shield with a strange surface covered in ridges and angles that help with deflecting attacks. Shi Cheng has an affinity for Water, making it permanently cold, and making it extremely resistant to Water aligned magic and attacks, yet vulnerable to Fire based ones.

-Ability 1 - "Ice Soul": An Ice aligned magical ability, for a bit of magic your Knight can release a shockwave of numbing cold and ice crystals that can batter and slice up enemies in range. Scales with Leg Magic Potency, has a short cast time.

-Ability 2 - "Glacial Soul": A more powerful version of Ice Soul with larger and more numerous chunks of ice capable of smashing, piercing and slicing enemies while chilling them to the bone. Possesses a larger area of effect compared to Ice Soul, but costs more magic and takes longer to activate.

-Ability 3 - "Barrier Break": A superior form of Shield Bash at the cost of much more magic. In addition to doing everything Shield Bash does, Barrier Break is able to strike and damage a wide variety of magical wards, protections and defenses. Weaker defensive enchantments and barriers will likely even be destroyed in a single strike, while stronger ones may need to be struck multiple times for any appreciable effect.

-Ability 4 - "Frostwall": A Water aligned ability that burns magic to place a magical ward on yourself and nearby allies, greatly reduces the potency of Water based attacks and abilities used on those enchanted with it. Those affected will be unaffected by normal cold weather and can even strip down completely while remaining fine. Lasts half an hour, moderate magic cost.

-(200JP) - "Jakarta": A heavy tower shield with five thick spikes in an "X" on the face. Jakarta has an affinity for Earth, making it extra dense and defensively potent, and making it extremely resistant to Earth aligned magic and attacks, yet vulnerable to Wind aligned magic and attacks.

-Ability 1 - "Earth Soul": An Earth aligned magical ability, releases a shockwave of Earth Magic and stones in every direction on use to bludgeon enemies. Has a short cast time, becomes more powerful with higher Arm Magic Potency.

-Ability 2 - "Quake Soul": A more powerful version of Earth Soul, produces more stones, heavier stones and shakes the ground. Wider area of effect, costs more magic, takes longer to "cast". Tremors continue for a bit after the shockwave.

-Ability 3 - "Heavenly Ward": Using the defensive might of your shield as a conduit for your magic, you are able to apply a magical ward over yourself and nearby allies. This ward blocks some of the force behind enemy attacks that connect, like magical armor. Lasts for several minutes and doesn't completely block everything, so you're gonna wanna stay careful.

-Ability 4 - "Landwall": An Earth aligned ability that burns magic to place a magical ward on yourself and nearby allies which greatly reduces the potency of Earth based attacks used on those being warded. Those affected will crush the ground a bit as they walk, providing greater traction. Lasts half an hour, moderate magic cost.

-(200JP) - "Catatumbo": A small, triangle shaped shield with spiky, bladed edges. Catatumbo has a Wind affinity, causing a barrier of wind to circle around it and making it extremely resistant to Wind based magic and attacks, but vulnerable to Earth based offense.

-Ability 1 - "Storm Soul": A Wind aligned magical ability, causes your Knight to release a shockwave of air and blades of wind that blow away and slice up nearby enemies. Has a short cast time, scales with Leg Magic Potency.

-Ability 2 - "Hurricane Soul": A more powerful variant of Storm Soul, in addition to a stronger blast of wind, bolts of electricity ride the shockwave that blasts off of your Knight. Wider area of effect and more power, but more costly and takes longer to use.

-Ability 3 - "Shield Throw": Charges your shield with magic before tossing it. After flying through the air and colliding with an enemy or other surface, it will teleport back to the thrower's arm. The power varies with the size and shape of the shield, and the Strength of the Knight throwing it of course.

-Ability 4 - "Stormwall": A Wind aligned ability that burns magic to place a magical ward on yourself and nearby allies which greatly reduces the potency of Wind based attacks used on those being warded. Those affected will be resistant to high winds while affected. Lasts half an hour, only a moderate magic cost.

-(300JP) - "Pentacle": A round, ornate shield made of gold with a star of gemstones on the face. Pentacle is a shield that should not be used for defense, as the force of attacks made on it seem to go straight into your arm. No, Pentacle is a powerful magical tool with a variety of magical abilities, and should be used as such. Magic Potency +2 while equipped.

-Ability 1 - "Storm Soul": A Wind aligned magical ability, causes your Knight to release a shockwave of air and blades of wind that blow away and slice up nearby enemies. Has a short cast time, scales with Leg Magic Potency.

-Ability 2 - "Flame Soul": A Fire aligned magical ability, causes your Knight to release a wall of heat and fire in every direction to attack and burn all nearby enemies. Scales with Arm Magic Potency, has a short cast time.

-Ability 3 - "Earth Soul": An Earth aligned magical ability, releases a shockwave of Earth Magic and stones in every direction on use to bludgeon enemies. Has a short cast time, becomes more powerful with higher Arm Magic Potency.

-Ability 4 - "Ice Soul": An Ice aligned magical ability, for a bit of magic your Knight can release a shockwave of numbing cold and ice crystals that can batter and slice up enemies in range. Scales with Leg Magic Potency, has a short cast time.

-Ability 5 - "Healer Soul": A magical ability that allows you to release a healing pulse of magic towards your target of choice, or yourself if you feel the need. Scales with Head Magic Potency, but at base level it should heal gashes, large dents and other similar levels of damage. Has a short cast time.

-Ability 6 - "Ether Ward": Similar to the wards of the elemental shields, Ether Ward eats up a monstrous amount of magic to bestow a powerful magical ward to yourself and nearby allies. This ward makes those under it extremely resistant to magic in all forms. It normally lasts only five minutes, but it siphons some magic from any spell it blocks to lengthen its lifetime, though it would require tremendous amounts of siphoned magic to allow it to last much longer than a few additional minutes.

-(300JP) - "Naraku": A square shaped shield with a slightly below average size and a small dome in the middle. Naraku has absolutely incredible fortitude and can easily block many incredible attacks that other shields would have problems dealing with. Magic seems to flow over its surface.

-Ability 1 - "Shield Bash": Empowers your shield for a strong melee attack that knocks enemies back, with a great chance of inflicting "Stun". "Stun" makes the enemy feel incredibly off balance for a few seconds, a feeling similar to being punched in the temple or slapped in the ears. This makes Shield Bash excellent for interrupting the enemy's focus and opening up their defense.

-Ability 2 - "Mirror Wall": Consumes a moderate amount of magic, causing the surface of your shield to gain a translucent, reflective coating on the surface. This coating causes anything that collides with the shield to be violently repelled. The affect it has on melee attacks can disarm enemies or drive them back, while magical blasts and other projectiles can even be bounced back in the direction they came! Quick cast time, lasts for only a few seconds, mostly used for precision countering.

-Ability 3 - "Heavenly Ward": Using the defensive might of your shield as a conduit for your magic, you are able to apply a magical ward over yourself and nearby allies. This ward blocks some of the force behind enemy attacks that connect, like magical armor. Lasts for several minutes and doesn't completely block everything, so you're gonna wanna stay careful.

-Ability 4 - "Healer Soul": A magical ability that allows you to release a healing pulse of magic towards your target of choice, or yourself if you feel the need. Scales with Head Magic Potency, but at base level it should heal gashes, large dents and other similar levels of damage. Has a short cast time.

-Ability 5 - "Barrier": This ability allows you to conjure magical barriers of various shapes and sizes to serve as shields, walls or even floating platforms. Their durability, shape, size and lifetime is all determined by how much magic you're willing to spend to produce them, and how much detail you care to apply.

-(300JP / Discount for Windwalkers) - "Little Boy": A strange tower shield covered in rectangular panels, a grid of bars sectioning them off from each other. Little Boy, despite its size, is lighter than you would expect. Due to a special ability, one must take care with this rather volatile shield, or you'll find yourself the one going out with a bang.

-Ability 1 -(Passive)- "Explosive Reaction": Little Boy passively siphons a chunk of your magic the moment you transform into Knight Form to form the panels you see on it. These panels don't do anything at first, but when struck by a powerful enough attack, a magical shape-charge underneath will detonate and explosively repel the attack with an attack of its own. The explosions released are directed forward, leaving relatively little recoil.

-Ability 2 - "Shield Throw": Charges your shield with magic before tossing it. After flying through the air and colliding with an enemy or other surface, it will teleport back to the thrower's arm. The power varies with the size and shape of the shield, and the Strength of the Knight throwing it of course.

-Ability 3 - "Mirror Wall": Consumes a moderate amount of magic, causing the surface of your shield to gain a translucent, reflective coating on the surface. This coating causes anything that collides with the shield to be violently repelled. The affect it has on melee attacks can disarm enemies or drive them back, while magical blasts and other projectiles can even be bounced back in the direction they came! Quick cast time, lasts for only a few seconds, mostly used for precision countering.

-Ability 4 - "Flame Soul": A Fire aligned magical ability, causes your Knight to release a wall of heat and fire in every direction to attack and burn all nearby enemies. Scales with Arm Magic Potency, has a short cast time.

-Ability 5 - "Panel Recovery": Burn magic to recover spent panels and magical explosive charges. Varying magic cost depending on the number of panels and charges being recovered.

-(500JP) - "Aewen Vasta": A large, circular shield with a cross design on the face of it. Aewen Vasta has the legendary quality craftsmanship displayed in other select weapons from the other groups, everything from weight distribution to curvature and durability. Just holding it gives you a sense of safety and protection. Aewen Vasta is a masterpiece among Knight equipment.

-Ability 1 - "Shield Throw": Charges your shield with magic before tossing it. After flying through the air and colliding with an enemy or other surface, it will teleport back to the thrower's arm. The power varies with the size and shape of the shield, and the Strength of the Knight throwing it of course.

-Ability 2 - "Shield Bash": Empowers your shield for a strong melee attack that knocks enemies back, with a great chance of inflicting "Stun". "Stun" makes the enemy feel incredibly off balance for a few seconds, a feeling similar to being punched in the temple or slapped in the ears. This makes Shield Bash excellent for interrupting the enemy's focus and opening up their defense.

-Ability 3 - "Barrier Break": A superior form of Shield Bash at the cost of much more magic. In addition to doing everything Shield Bash does, Barrier Break is able to strike and damage a wide variety of magical wards, protections and defenses. Weaker defensive enchantments and barriers will likely even be destroyed in a single strike, while stronger ones may need to be struck multiple times for any appreciable effect.

-Ability 4 - "Mirror Wall": Consumes a moderate amount of magic, causing the surface of your shield to gain a translucent, reflective coating on the surface. This coating causes anything that collides with the shield to be violently repelled. The affect it has on melee attacks can disarm enemies or drive them back, while magical blasts and other projectiles can even be bounced back in the direction they came! Quick cast time, lasts for only a few seconds, mostly used for precision countering.

-Ability 5 - "Heavenly Ward": Using the defensive might of your shield as a conduit for your magic, you are able to apply a magical ward over yourself and nearby allies. This ward blocks some of the force behind enemy attacks that connect, like magical armor. Lasts for several minutes and doesn't completely block everything, so you're gonna wanna stay careful.

-Ability 6 - "Healer Soul": A magical ability that allows you to release a healing pulse of magic towards your target of choice, or yourself if you feel the need. Scales with Head Magic Potency, but at base level it should heal gashes, large dents and other similar levels of damage. Has a short cast time.

-Ability 7 -(Passive)- "Elysium": Aewen Vasta siphons magic from blocked spells and magical attacks to fill an internal battery. Additionally, it converts a portion of kinetic energy from physical attacks blocked by it into magic, which is then filtered into the battery. The cross on the front glows brighter as it fills, though the cap seems to be incredibly high. You may store your own magic in at any time, or siphon some out for whatever other purposes you have in mind.

-Ability 8 - "Final Purification": At any time you may activate this ability free of charge. Final Purification drains Aewen Vasta's battery, taking every ounce of stored magic and turning it into a magical laser the width of the entire shield that is projected forward in a steady stream until the shield is completely depleted. The beam always lasts just a few seconds, though the intensity varies depending on the amount of magic consumed.

-----**(Special: Abilities & Other)**-----

The "Special" Section below is full of options that don't fit into the other sections for whatever reason, causing me to collect them here. There are a large variety of things you can do here, such as reduce or increase the size of your Knight, fuse parts and/or weapons, align your Knight with an Element or even purchase a stack of very interesting notebooks.

-(200JP / Discount for "Papitaur") - "Reduction": The default height of a Knight is 7 Meters. Each time you purchase Reduction, reduce the height of your Knight by 1 meter. This smaller form is lighter weight, and needs less magic for maintenance, but also becomes weaker and more fragile. To reflect this, each rank purchased is +1 for Magic Efficiency & Precision and -1 for Strength & Durability. Can be purchased up to 3 times.

-(200JP / Discount for "Warg") - "Enlargement": The default height of a Knight is 7 Meters. Each time you purchase Enlargement, increase the height of your Knight by 1 meter. This larger form's Strength and Durability are appropriately scaled up, though it becomes more lumbering and harder to maintain. To reflect this, each rank purchased is +1 for Strength & Durability and -1 for Magic Efficiency & Precision. Can be purchased up to 3 times.

-(200JP / Discount for "Farians") - "Elemental Focus": By purchasing this, you may align your Knight with one of the four local elements, Fire, Water, Earth or Wind. Knights aligned with an element have all their attacks imbued with the element, and granted the power to generate and manipulate their element through the use of magic, cost scaling with how much of the element you're manipulating.

They also become highly resistant to their chosen element, yet become weak to their opposing element. Fire and Water oppose each other, while Wind and Earth do the same. +2 Magic Potency on purchase.

-(200JP / Discount for "Humans") - "Knight Arc Battery": By purchasing this, your Knight's Arc will siphon near unnoticeable traces of magic from you outside your Knight form. It does this to fill an internal battery that can be used as auxiliary power for your Knight. Each day it is allowed to charge is another half hour of time you may stay transformed, not counting any special abilities used. +2 Magic Efficiency on purchase.

-(200JP / Discount for "Warg") - "Magical Melee": Wish your Knight's melee attacks had a bit more oomph behind them? By purchasing this you're granted the ability to charge your Arms with magic to enhance strikes. The more magic used, the more power behind your next attack. Has a short cooldown between uses, so beware of trying to use it for more than bursts of strength, such as lifting things. +1 Strength on purchase.

-(200JP / Discount for "Farian") - "Field Repairs": While normally your Knight and Weapons would be repaired over time once returned to your Knight's Arc, this ability allows you to repair them in the middle of a fight. By burning magic, you may magically repair damaged or broken sections of your Knight or Weapons. The more damage you attempt to repair, the high the cost.

-(200JP / Discount for "Humans") - "Long Jump": By purchasing Long Jump, you gain the ability in Knight form to charge your Knight's legs with magic, releasing it in a burst that propels you off the ground and into the air. The more magic channeled into your Knight's legs, the more force behind the jump. Can also be used to send enemies flying by kicking them before releasing the magic. +1 Precision on purchase.

-(200JP / Discount for "Warg") - "Bound Weapon": By purchasing this, you may select one Weapon in your possession and fuse it with one Part in your possession, creating a new Part with the benefits of the Weapon. Fuse a Bladed Weapon with Arms to give them bladed talons, fuse a Polearm with a Torso to give your Knight a bladed tail, get creative. This can be purchased as many times as desired, but is limited to one Weapon per Part. +2 Strength on Parts used.

-(200JP+ / Discount for "Farians") - "Wings/Levitation": By purchasing this, your Knight gains a pair of functional Wings. Their Durability scales with your Torso, and your top flight speed is about three times the running speed provided by your Legs. By spending an additional 100JP, you may remove the need for your Wings and grant your Knight the power of Levitation.

Either method of flight is more magic intensive than simply walking or running though. You may keep the Wings, but they are no longer required for flight, and you are more mobile now, able to hover and make tighter turns in the air. Purchasing Wings grants +2 Precision, and purchasing Levitation grants an additional +1 Magic Potency on top of that.

-(200JP / Discount for "Human") - "Additional Parts": Having trouble picking between two different Heads, pairs of Arms or pairs of Legs? Love one of those parts so much you wish you had more? Fear no more! Additional Parts allows you to equip a second pair of Arms or Legs, or an additional Head to your Knight!

You don't need an extra Part, able to copy and equip a Part already in your possession, through you definitely can use a different Part that you've purchased. When equipping additional Arms, Legs or Heads, you can warp other parts to accommodate them.

This means you can enlarge the torso to make room for extra Arms or Heads, or transform your Knight into a centaur shape to make room for extra legs. Can be purchased as many times as you want, each purchase allowing you to equip one additional part. +1 Durability per purchase.

-(100JP) - "Synthesis - Parts": Purchasing this allows you to combine two separate parts from the same category, that you own, into a new part. This new part grants the full Stats of its parent parts, and counts as both for the purposes of "Set" bonuses. Set Bonuses only enhance the stats granted by the part belonging to that set, not all stats on the new part. +1 Magic Efficiency per purchase.

-(100JP) - "Synthesis - Weapons": Purchasing this allows you to combine two separate Weapons from the same category, that you own, into a new one. Fused Weapons have a unique shape that bares many of the traits of the Weapons used to make it, for good "and" bad.

Fused Weapons keep all abilities from parent weapons, making it especially important to pick two that have as few abilities in common as possible. Can be purchased as many times as you like.

-(200JP / Discount for "Papitaur") - "Taking Stock": A simple ability that allows you to summon your Knight and all Weapons or additional Parts on the ground in front of you, or pull them back into your Knight's Arc at a moment's notice. This can be used to make adjustments or simply inspect the objects in your possession, but beware that you are unable to transform until everything has been stored again.

-(200JP / Discount for "Wargs") - "Free Choice": By purchasing this, you gain the ability to bestow the Knight's Arc to anyone of your choosing, and not only allow them to use it but skip the test provided by the Guardian of the Knight as well.

Normally other people would be locked out due to there being an existing Pactmaker for the Knight (under most circumstances), or be forced to take the test if you were to give it up, but with this you can freely loan it to whoever you think needs it. +1 Strength & Magic Efficiency on purchase.

-(200JP / Discount for "Farians") - "Quick Change": Normally you would have to perform a specific action of some kind to transform, but by purchasing Quick Change, you may transform at will, instantaneously, provided you have your Knight's Arc on hand. This allows you to transform at the first sign of emergency, such as an ambush. +2 Precision on purchase.

-(200JP / Discount for "Humans") - "Custom Guardian/Test": When an unidentified person tries to use an unused Knight's Arc, their consciousness is pulled inside of the Arc where they are confronted by a vaguely humanoid creature. This is the Guardian of the Knight and Knight's Arcs, and their purpose is to test the person attempting to use the Knight.

If they pass the test, they become the Pactmaker of the Knight, while failure means ejection. This allows you to customize the appearance and personality of the Guardian, the test they deliver potential Pactmakers and the ethereal world the test takes place in.

You don't have to worry about the test, being the Pactmaker on purchase by default. This is mostly to allow you to pass it on to a worthy successor should you no longer wish to be the Pactmaker of this Knight. +1 Magic Potency & Magic Efficiency on purchase.

-(400JP / Discount for "Papitaur") - "Knight Summon": As opposed to summoning your Knight around you and taking control like it was magical mech, you may instead choose to summon the Knight as a separate entity. When doing so, the Guardian of the Knight will take control of it, following the Pactmaker's commands as best it can. This allows you to summon an ally into battle instead of empowering yourself.

When a Knight summoned in this way has been defeated, dismissed and burned through all the magic you have to sustain it, the Knight and its Weapons will teleport back into the Knight's Arc, whatever distance away that might be. This makes it much safer than actually going into battle yourself.

-(400JP / Discount for "Warg") - "Power Suit": Similar in many ways to Reduction, Power Suit on purchase causes your Knight to be scaled down to your size, essentially becoming a magical set of armor that you can summon using the Knight's Arc.

This Knight Armor actually consumes very little magic to sustain by itself, allowing you to summon/equip it and passively benefit from the Stat Ranks of your selected Parts for long periods of time. You could even wear it for several days in a row should you avoid spending any magic on spells or abilities.

It's also a LOT easier to move around in. The major downside of course is that your Knight's Weapons and Stats (outside of Magic Efficiency) are all scaled down due to smaller size and removal/condensing of many internal parts.

It also can't be used transform your Knight into armor for something taller than it. -1 Strength, Durability, Precision & Magic Potency for every 1 Meter it loses in height to become armor for you.

-(400JP / Discount for "Farian") - "Berserk Fusion": Requires a willing companion in contact with the Knight's Arc who goes through the chant with you as you transform. The two of you transform into the Knight together, which is to say you are temporarily joined and your Knight becomes a monstrous, gigantic version of itself that you control together.

This fused form stands three times taller than normal, and is much stronger, tankier and magically powerful compared to your normal Knight.

It consumes much more magic to sustain though, and has a major weakness, immobility. +1 Strength, Durability & Magic Potency on purchase. +5 Strength, Durability & Magic Potency when in use, and sets "Leg Precision" to Rank 0, rendering you unable walk faster than a crawl.

-(400JP / Discount for "Human") - "Armored Pawn": By purchasing this you are granted a very special ability. Instead of transforming into your Knight, you may instead select a nearby beast of around the same size, covering them entirely in the armor of your Knight, which conforms to their shape and supplements their abilities with its own.

This is after performing your chant/action or whatever, and armoring a beast in this way grants you the ability to control them around from a distance. Beware certain beasts may be unable to use some of your Weapons, and those of great mental strength may be able to break free.

Acting as puppeteer for a Knight armored beast requires far less magic than normal transformation, allowing you to control them for extended periods of time. +2 Durability on purchase.

-(1200JP / Discount for Frogs) - "Extensive Research Notes": Not a modification to your Knight itself, no. This is instead a pile of research journals filled with numerous notes and schematics detailing the processes behind the creation and modification of Knights, Knight Weapons and Knight's Arcs.

The journals mention an ancient school of magic used to craft these weapons of war, but it bears a heavy resemblance to another school that seems very familiar. . .

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Part 2 - Georama & Town Section

This half of the supplement is dedicated to building your Town or "Georama".

You begin with 1000JP or "Jewel Points" for use in this section by default as detailed in the Georama Purchase within the White Knight Chronicles Jump.

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-----("Georama Basics")-----

In this part of the Georama Supplement, I'll explain what your Georama is, some basic freebies you start with, "Residents", "Georama Stats" and what they all do. We'll cover purchasing options farther down. First thing's first, what your Georama is.

-----("Georama!")-----

-Summary: Georama is your very own town, one built to your specifications using this supplement. To call it one town isn't quite accurate however. The "real" town can be found in the real world, a place that can be interacted with by locals and where you lead as the Mayor.

This town can be improved and built upon past the final product you produce in the supplement once the Jump begins and can be freely interacted with through your role as its leader. The "second" town is a mirror of the default final product you make.

This "Mirror Town" can only be reached via a teleportation crystal you can find inside of your Warehouse. This town can't be improved or changed, and is the home of false residents that simply go through various routines to give the impression they're doing something.

While vaguely unsettling, there are some things you can only do in this version of the town, but that'll be covered later. Post-Jump, the "Interactive Town" can be placed in future jumps, while the Mirror Town will continue to be accessible through the Warehouse.

-Freebies: By default, your town starts with two dozen sturdy, two story houses and a market found in the middle of town. This market includes only two stalls for now, one dealing in common equipment and goods for adventures, and a general store.

This general store is very important in the Mirror Town for reasons detailed later. This is all placed on about four acres of land, with everything besides the market arranged in whatever layout you wish.

-----("Resident Jobs & Specialties")-----

-Breakdown: What's a town without a population? "Residents" play important roles in keeping your town going, having various Jobs and Specialties that allow them to contribute to the community as a whole, and can be purchased later in the Supplement.

Each resident will appear in both forms of your town, and help in different ways. The version of each resident that appears in the Real World Town will live there, plying their craft and contributing to their home town like a normal productive member of the community.

The "Mirror Town" residents contribute in an entirely different way however. These residents, depending on their Job and Specialty, raise your Georama's stats in different ways and cause new items and resources to appear in your Mirror Town General Store.

What exactly shows up in the market varies heavily. The types of items you see are decided by the Specialties you focused on, while the rarity, price and number of an item in stock at any one time is based on "Rarity Level" (covered farther below).

Each and every one of these residents have a Job as mentioned above, and each Job has three Specialties. These Specialties each correspond to a different Georama Stat (IE; the Specialties and Stats have the same name) and a type of item that appears in the market.

The "7 Jobs" and "21 Specialties" can be found below with basic summaries, detailing the types of items they bring to the market if you choose to specialize in them.

-Job: Farmer - "Farmers are in charge of sustained food production, often requiring more land than other Jobs so they have space for plants to grow or animals to graze. The fauna or flora raised by a Farmer can also provide other resources like cotton or leather."

--Specialty 1: Cultivated Flora - "This refers to any form of plant found on farms, in gardens or otherwise grown as food or for a specific resource, as well as the processed resources produced from them."

--Specialty 2: Livestock - "This refers to any form of meat or resource, processed or unprocessed, collected from an animal raised in captivity with the explicit purpose of being raised for such things."

--Specialty 3: Fungus - "This refers to mushrooms, fungus and any processed or unprocessed resources collected from them."

-Job: Miner - "Miners carefully create or explore caves nearby where they dig in search of important resources and valuables hidden from sight in the Earth's depths. Although inconsistent at times, the payoff of having a few around is when they strike it rich."

--Specialty 1: Ore - "This refers to naturally occurring metals in both their raw, unprocessed states, as well as in their more expensive, processed states after being separated from various impurities."

--Specialty 2: Museum Pieces - "This refers to any ancient object originating from thousands or millions of years ago, valued for its scientific or cultural significance. Examples would be fossils of prehistoric creatures, or relics from dead or lost civilizations."

--Specialty 3: Stones - "This refers to naturally occurring rocks, gems and crystals in both their raw, unprocessed states, as well as in their more expensive, processed states after being cut and polished."

-Job: Woodsman - "Men and women that deal with nature, using their experience with the great outdoors to collect resources others may pass over without damaging their environment. Their most valued purpose by other residents is as lumberjacks."

--Specialty 1: Wood - "This refers to wood collected either from the trunk or branches of a tree, in both its unprocessed state as logs or sticks, and various fully processed forms such as boards or sawdust. Also includes acorns and other wild tree seeds."

--Specialty 2: Mundane Wild Flora - "This refers to any plant or resource collected from a plant that isn't a tree, actively being cultivated or bearing some form of magical or otherwise supernatural power or biology."

--Specialty 3: Mundane Insect - "This refers to any insect or insect-like creature such as arachnids that aren't being actively cultivated, and do not bear a magical or otherwise supernatural ability or biology. Also refers to processed resources collected from them."

-Job: Warrior - "Warriors skilled in the ways of the blade. When these wandering adventurers aren't fighting supernatural beasts or collecting exotic trinkets, they're protecting their home from great invading threats."

--Specialty 1: Supernatural Insects - "This refers to any insect or insect-like creatures such as arachnids that aren't being actively cultivated, and possess some form of magical or otherwise supernatural biology or ability. This also includes processed resources originating from them."

--Specialty 2: Mundane Primitive Culture/Race - "This refers to items unique to the culture of a mundane, primitive race such as accessories, trinkets, clothing, weaponry or art. Also includes body parts if they serve a purpose as an active resource within the world."

--Specialty 3: Supernatural Fauna - "This refers to resources collected from animals that don't resemble an insect and aren't being actively cultivated, but have some form of magical or otherwise supernatural ability. Dragons being the common example."

-Job: Mage - "Mages are primarily wandering scholars and bookworms that practice magic. Highly intelligent individuals, they ward the town from danger and may study a variety of subjects in addition to magic, often recovering complex or bizarre resources."

--Specialty 1: Automata - "This refers to parts, components and materials salvaged from "artificial, inorganic automatons" such as robots or golems. Items collected with this specialty will appear in the Mirror World Market in pristine condition, as opposed to being broken."

--Specialty 2: Supernatural Flora - "This refers to any plant or resource collected from a plant that isn't a tree or actively being cultivated, but bears a magical or otherwise supernatural biology or ability."

--Specialty 3: Supernatural Hostile Race - "This refers to items unique to the cultures of supernatural, actively hostile races. This also refers to components and body parts if they see active use as resources. Examples of such races in many worlds would be things such as vampires or demons."

-Job: Hunter - "Hunters are experienced in tracking down and killing beasts near your town, either because the beasts were a threat, or the town could use them for food or resources. Hunters are also good at judging and regulating local wild animal populations."

--Specialty 1: Great Beast - "This refers to resources collected from incredibly large creatures that don't bare some form of special power, and are much too large for domestication. If it's a land animal bigger than an elephant, or an aquatic animal bigger than a whale, it probably applies here."

--Specialty 2: Mundane Game - "This refers to resources collected from mundane wild animals hunted on land. That's any animal that bares no magical or otherwise supernatural traits, isn't gigantic and isn't being actively cultivated."

--Specialty 3: Aquatic Fauna - "This refers to resources collected from any mundane fauna, in whatever form it takes, that lives exclusively in the water. That's any animal with no supernatural traits, isn't massive and isn't actively cultivated, that lives in the water. This commonly refers to fish and other forms of seafood, but can also apply to things like pearls, various shells or ambergris."

-Job: Trader - "Traders are merchants that deal in exporting and importing various resources based on supply and demand, keeping the economy of your town flourishing and growing while also securing things people want."

--Specialty 1: Exotic Good - "This refers to items seen as valued cultural pieces that are signature or unique to a foreign region, race or country. This often implies artwork, souvenirs or clothing, but is a fairly broad category."

--Specialty 2: Artificial Resources - "This refers to items, materials and resources that do not occur under normal circumstances in nature. This usually refers to various heavily processed composite materials like mixed fabrics or metal alloys."

--Specialty 3: Regional Food - "This refers to professionally prepared dishes, delicacies and cuisines unique or signature to various regions, countries or races around the world. This also includes processed ingredients used in the creation of these dishes."

Residents are the easiest way of increasing your Georama's Stats. There are other ways, but you generally need enough residents before purchasing them. Something important to note before moving onward is an additional function of the Mirror Town Market.

Post-Jump, the Mirror Town Market will continue to stock itself with items collected to fill its inventory from any worlds you place it in, in addition to the new items being collected in the current world.

-----("Georama Stats"/Resource Rarity Scale)-----

As previously mentioned, the Georama's "21 Stats" are the same as the "21 Specialties" belonging to the various Residents you bring in to populate your Georama. As mentioned above, Specialties each determine a type of item you can purchase in your Mirror Town Market.

By investing in a stat, you can get rarer, higher quality, more expensive goods of that type stocked in the Mirror Town Market. Each Stat starts at "0" and can be raised a total of "50 Ranks".

Your number of Ranks in a stat corresponds to one of "7 Rarity Levels" detailed below. Each Rarity Level allows you to purchase items from all lower Rarity Levels as described in addition to your current one.

-(RARITY LEVEL CHART)-

(Clarification: The term "Unit" used below is used to refer to how an item would be purchased and varies depending on what is being referenced. Spices as an example are usually bought by the pound, so a "Unit of Cinnamon" would be equivalent to a "Pound of Cinnamon".

Food like a burger is sold individually and a single burger would be a single unit. Meanwhile, a "unit of fabric" is equivalent to a "bolt of fabric", which may vary depending on the type of fabric referenced.

The term "unit" is mostly used as an easy, generic way to describe how much of various items are being stocked, restocked and purchased despite variances between the numerous different types of items being described below.)

(Clarification: I'm referencing items from our world to give a better perspective on value and rarity.)

--Rank 0 = Rarity Level 0: At Rarity Level 0, your Mirror Town Market doesn't stock anything relating to the Specialty in question. This is the default Rank if you have no residents of the corresponding Job.

--Ranks 1-10 = Rarity Level 1: At Rarity Level 1, your Mirror Town Market will stock itself with commonly found or especially cheap items from this world and other worlds visited that relate to the Specialization in question.

This is like picking rice or common meats (beef, chicken, etc) up at the corner-store level of rarity. The Mirror Town Market has an infinite stock of Rarity Level 1 items in its inventory allowing you to purchase as much as you want as long as you have the money.

--Ranks 11-20 = Rarity Level 2: At Rarity Level 2, your Mirror Town Market will stock itself with uncommon or moderately priced goods from this world and other worlds visited that relate to the specialization in question.

Items that fall under Rarity Level 2 wouldn't be hard to find, but would be in limited supplies or carry a somewhat large price tag, such as vanilla beans or high quality amethyst. The Mirror Town Market has 10,000 Units of each Rarity Level 2 product in stock.

The market will restock itself with up to 700 Units of any item with a depleted stock per day, up to the previously mentioned maximum supply (10,000 Units).

--Ranks 21-30 = Rarity Level 3: At Rarity Level 3, your Mirror Town Market will stock itself with rare or expensive items from this world and other worlds visited that relate to the Specialization in question.

An example of a Rarity Level 3 item would be vicuna, an incredibly rare fabric made from the wool of an animal with the same name. A coat made from this fabric has an estimated pricetag of 20,000 Dollars, for reference's sake.

Your Mirror Town Market has a 5,000 units of each Rarity Level 3 item in stock. The market will restock itself with up to 80 Units of any item with a depleted stock per day, up to the previously mentioned maximum supply (5,000 Units).

--Ranks 31-40 = Rarity Level 4: At Rarity Level 4, your Mirror Town Market will stock itself exceedingly rare or expensive items from this world and other worlds visited that relate to the Specialization in question.

An example of a Rarity Level 4 item would be an authentic, natural pearl necklace of high quality. Such an item would be worth more than 100,000 Dollars, and could take years to reproduce. Your Mirror Town Market has a 1,000 units of each Rarity Level 3 item in stock.

The market will restock itself with up to 8 Units of any item with a depleted stock per day, up to the previously mentioned maximum supply (1,000 Units).

--Ranks 41-49 = Rarity Level 5: At Rarity Level 5, your Mirror Town Market will stock itself with some of the rarest, most valuable, most high quality items from this world and other worlds visited that relate to the Specialization in question.

An example of a Rarity Level 5 item would be something like a museum quality tyrannosaurus rex skeleton, with an estimated pricetag of 4,800,000 Pounds. The pricetag along with the difficulty of even getting access to buying one should give an idea of this Rarity Level.

Your Mirror Town Market has a 100 units of each Rarity Level 4 item in stock. The market will restock itself with 1 Unit of any item with a depleted stock every two days, up to the previously mentioned maximum supply (100 Units).

--Rank 50 = Rarity Level 6: At Rarity Level 6, your Mirror Town Market will stock itself with items even wealthy, influential individuals would not be able to buy normally, relating to the Specialization in question, which exist in the current world or other worlds visited.

As long as it isn't something one of a kind or held exclusively under lock and key in a single place, you will likely be able to find it in your Mirror Town Market's inventory. That being said, Rarity Level 6 items are always extremely expensive even compared to Rarity Level 5 Items.

Your Mirror Town Market has a 10 units of each Rarity Level 5 item in stock. The market will restock itself with 1 Unit of any item with a depleted stock per month, up to the previously mentioned maximum supply (10 Units).

-----**(Georama Customization)**-----

Now for the real meat of the supplement, below is where you'll have the power to purchase various options and otherwise customize your town.

You'll be able to go through "Scenery" which primarily affects aesthetics, "Residents" which focuses on filling your town with people and raising specialties, "Job Parts" which focuses on acquiring facilities and improving specialties, and "Town Improvements" which covers a range of other purchases.

-----**(Scenery)**-----

Scenery is what you would imagine it to be, you'll be able to purchase and choose the environment your town has been built in, the basic size of your town, aesthetic options such as your town's default architecture and landmarks.

-**"Surroundings"** (Free/50JP+): Your town has to be built somewhere, and this option dictates where. You may choose to surround your town in temperate wilderness and grasslands such as what is found in the nation of Balandor; hot, rocky desert such as the Lagnish Desert; or a dense yet lush forest such as the one around Faria freely.

Your town will be built within the corresponding location in this world as well. Although in future worlds the surrounding area around the Interactive Town will change, the environment selected shall remain the same in your Mirror Town.

Say you're unhappy with any of the above choices though, and you want your Mirror Town surrounded by something else. For 50JP, you may select any environment found on mundane Earth or in the world of White Knight Chronicles instead.

You could have your Mirror Town on a tropical island and soak in the sun. Maybe you want the opposite though, and choose to place it within the White Knight Chronicle's "Dogma Rift", sitting at the bottom of a deep crevasse. The decision is yours.

For an additional 50JP, you may tab through the natural scenery in your Mirror Town whenever you're there, allowing you to pick whichever environment from our world or White Knight Chronicles you wish.

-**"Town Limits"** (Free/+100JP): This option refers to the size of your town. As previously mentioned, by default your town is placed on four acres of land with property being arranged as you see fit. For 100JP you may double the amount of land you have access to building on.

This option may be purchased a total of four times, each doubling the previous amount, meaning the most you can get would be sixty four acres of land to build your town on and call your own.

You may claim more land and expand your Interactive Town past these default town limits during your stay, but only whatever is built within the default town limits will carry over from Jump to Jump when you're placing it down in the future. Keep that in mind.

- "Town Aesthetics" (Free/50JP+): You may freely arrange trees, bushes, flowers, stones and other common features found in the surrounding area in your town at your leisure. Although these will change to match the surrounding area for your Interactive Town in the future, it will remain the same in your Mirror Town.

For 50JP you may add a variety of man made touches to your town, examples including cobbled roads, street lights, fences or fountains at your leisure. For an additional 50JP, you may bring in larger natural features such as hills or having a river run through the town.

- "Statues" (Free/50JP+): While common statues are available and can be placed in your town after the first upgrade to Town Aesthetics, this isn't referring to that. This option grants you special statues depicting anything you've encountered in in incredible detail.

The statue appears lifelike, although limited in size to what you'd expect of an average large statue. It could be yourself, an enemy, an animal you've eaten or structure you've visited. It can even float above its pedestal if it was something that flew if you so wish.

It doesn't do anything else but serve as decoration, but it is very pretty decoration. You get two statues for free and can purchase additional statues for 50JP each. You may place them wherever you wish in your town limits.

-----("Residents")-----

- "Journeyman Residents" (50JP+): Here is where you may purchase the much talked about Residents for your town. Each Resident's appearance, gender, personality and generally all fluff based aspects are left in your hands to design.

Additionally, you may choose to make any Resident purchased any of the available races in the main Jump with the exception of Frogs. This means you make them a Human, Papitaur, Warg or Farian at your leisure.

More importantly though, the mechanical benefits for Residents, their Job and Specialty. As previously mentioned, each Resident has a Job and a Specialty of your choosing at the time of purchasing/obtaining them.

Regardless of your fluff choices, the Real World version of these Residents will come with all the working knowledge and skills related to their chosen Job and Specialty. Farmers know how to farm, Hunters know how to hunt, though their knowledge may vary a little depending on what it is they actually do around town.

"Journeyman Residents" each grant +5 to the Georama stat they Specialize in, and +2 to other Specialties of their Job. An example would be a "Journeyman Miner" specializing in "Stones" giving +5 to Stones, +2 to Museum Pieces and +2 to Ore.

Each Journeyman Resident costs 50JP to purchase, and you may purchase as many as you like, providing you have the points of course.

- "Master Residents" (100JP+): "Master Residents" are, as their name suggests, masters of their respective trades. The Real World versions of these residents are likely on the older side or have a natural talent for their Job and Specialty, having knowledge and skills above that of Journeymen, which at least mildly colors their personality. They can otherwise be fluffed as you like.

The Mirror World versions of these residents give great statistical benefits compared to Journeymen, +12 to their chosen Specialty and +6 to the other Specialties under the same Job. Just like Journeyman Residents, you may purchase as many Master Residents as you wish providing you have the points.

- "Resident Freebies" (Free): Depending on the Race you selected for the "White Knight Chronicles Jump", you will get a number of Journeyman Residents for free. Humans get three free "Miners" and three free "Warriors" of whatever Specialties desired.

Farians get three free "Hunters" and three free "Mages" of whatever Specialties desired. Papitaurs get three free "Hunters" and three free "Woodsman" with whatever Specialties desired.

Wargs get three free "Miners" and three free "Farmers" of whatever Specialties desired. Finally, Frogs get six free Traders of whatever Specialties desired.

-----**(Job Parts)**-----

Job Parts are things you can plop down in your Georama to both improve a Georama Stat and aid your Real World Residents. There's 7 different Job Parts that correspond to each of the available Jobs, each with a variant based on relevant specialty.

Each type also comes in low quality, medium quality and high quality forms. Each Job Part can only be bought once (each variant counts as a different job part, but not the three different qualities).

Purchased Job Parts, however, may be applied to your town multiple times as long as you have enough land to place them.

Doing so has no mechanical benefits on stats or Mirror World, but makes your Real World Town a bit better for residents of relevant Jobs and may be used to make it more aesthetically pleasing.

-**"Farm Land"** (50/100/200JP): Farm Land is as the name on the tin says, land specifically fenced off from the rest of the town for Farmers to use. It comes in three types "Tilled Land", "Grazing Land" and "Fungus Farm" that correspond to the Specialties of Farmers.

"Tilled Land" has been picked clean of grass or weeds and worked extensively to allow crops of some kind to be planted, ultimately granting a bonus to Cultivated Flora for each Farmer Resident you have.

"Grazing Land" is more tightly fenced in and has plentiful grass and small bugs for animals with various diets to feed on, and a small pen for livestock to sleep in. It grants a bonus to Livestock for each Farmer Resident you have.

"Fungus Farm" is a structure built underground that's dark, damp and comes pre-stocked with wooden crates and shelves, ideal conditions to grow mushrooms. Fungus Farm grants a bonus to Fungus for each Farmer Resident you have.

"Low Quality" Farm Land costs 50JP and is rather small, notable as something more for personal use than supplying for many. It grants a +1 to the relevant Job Specialty for each Farmer Resident you have.

"Medium Quality" Farm Land costs 100JP and is both larger and higher quality, with healthier soil, damper condition or what have you. It's big enough to actually start providing for more than the Farmer's family. It gives a bonus of +2 to the relevant Specialty.

"High Quality" Farm Land costs 200JP and is even larger and higher quality, enough so to truly be called a farm and coming with a large building for storing crops or keeping livestock safe (such as a barn). It grants +3 to the relevant Specialty for each Farmer Resident you have.

-**"Cave System"** (50/100/200JP): The Cave System is as it says, with the exact entrance being located wherever you choose to place it. It comes in three types, "Metal Mine", "Discovered Ruins" and "Crystal Cave" that correspond to the Specialties of Miners.

"Metal Mine" is a mine held up by various wooden struts that has high concentrations of various metals that can be dug out and harvested with picks and other simple tools. It grants a bonus to the Ore Specialty for every Miner Resident you have.

"Discovered Ruins" appears as the freshly somewhat excavated corridors of an old civilization of some kind, ready for continued excavation and the harvest of relics of the past. It grants a bonus to the Museum Pieces Specialty for each Miner Resident you have.

"Crystal Cave" appears much the same as the "Metal Mine" with a pre-built support system and such, except instead of metal ore, it bares high concentrations of precious gems and crystals. It provides a bonus to the Stone Specialty for each Miner Resident you have.

"Low Quality" Cave Systems cost 50JP are rather small and usually have low quality contents such as ores with low purity or lesser relics that aren't very precious or informative. It grants +1 to the relevant Job Specialty for each Miner Resident you have.

"Medium Quality" Cave Systems cost 100JP and have a few branching paths, usually containing purer and/or rarer materials within their unexplored reaches. It grants +2 to the relevant Job Specialty for each Miner Resident you have.

"High Quality" Cave Systems cost 200JP and might extend underneath your entire town, containing fairly pure, precious, somewhat hard to come by resources. It grants +3 to the relevant Job Specialty for each Miner Resident you have.

- "Grove" (50/100/200JP): The Grove is basically group of trees located on the edge of your town, exact location being at your discretion. It comes in three types "Rich Woods", "Floral Thicket" and "Lush Underbrush."

"Rich Woods" is a group of various old, healthy trees with numerous branches that make for ideal lumber or ornamental pieces upon being worked. The Rich Woods provide a bonus to the Wood Specialty for each Woodsman Resident you have.

"Floral Thicket" is a thicket with numerous wildflowers, herbs and vegetables found just past the treeline, scattered about near roots and felled trees. It provides a bonus to the Mundane Wild Flora Specialty for each Woodsman Resident you have.

"Lush Underbrush" has trees surrounded by numerous bushes and tall grass that make for a hospitable environment for a wide variety of bugs and other small fauna. It provides a bonus to Mundane Insect Specialty for each Woodsman Resident you have.

"Low Quality" Groves cost 50JP and are normally somewhat small, able to fit in someone's backyard and produce less materials for harvest. It grants +1 to the relevant Job Specialty for each Woodsman Resident you have.

"Medium Quality" Groves cost 100JP and are several times larger and have more nutritious soil that nurtures the flora that grows on top of it, and gives bugs more food to thrive. It grants +2 to the relevant Job Specialty for each Woodsman Resident you have.

"High Quality" Groves cost 200JP and could be qualified as a small forest that can surround the entire town with rich soil underneath. It grants +3 to the relevant Job Specialty for each Woodsman Resident you have.

- "Training Equipment" (50/100/200JP): Training Equipment is simply a set of magical training dummies among other equipment. The equipment comes in three types, "Pest Control", "Tribal Combat" and "Monster Slayer."

"Pest Control" equipment focuses upon a large, segmented training dummy on a large track that speeds around, which helps with aiming for the soft joints of giant bugs going fast. It gives a bonus to the Supernatural Insects Specialty for each Warrior Resident you have.

"Tribal Combat" equipment is mostly centered on wooden humanoid dummies hanging from chains, training strength and reflexes as they swing around when you hit them. It gives a bonus to the Mundane Primitive Culture/Race Specialty for each Warrior Resident you have.

"Monster Slayer" equipment focuses primarily on a mechanical bull-like dummy that bucks and spins in place with small targets scattered about, helping train accuracy against a rampaging beast's vitals. It gives a bonus to the Supernatural Fauna Specialty for each Warrior Resident you have.

"Low Quality" Training Equipment costs 50JP starts you off with the simple dummies/equipment detailed above based in the type you bought. It gives +1 to the relevant Specialty for each Warrior Resident you have.

"Medium Quality" Training Equipment costs 100JP includes more dummies with more complex tricks so multiple warriors may train at the same time, as well as wooden weapons. It gives +2 to the relevant Specialty for each Warrior Resident you have.

"High Quality" Training Equipment costs 200JP includes a building with wide open space inside, even more dummies with a wider variety of tricks and tools for keeping up with personal gear. It gives +3 to the relevant Specialty for each Warrior Resident you have.

(Note: In all cases mentioned above, equipment repairs itself over night allowing your warriors to beat the absolute shit out of the dummies without concern.)

- "Magic Equipment" (50/100/200JP): Magic Equipment is similar in nature to the Warrior's Training Equipment, just magical and focused on training mages. Magic Equipment comes in three varieties "Practice Golems", "Greenhouse" and "Phantasmal Dummies."

"Practice Golems" equipment consists of several magical/magic resistant automatons made of some sturdy material that run through practice routines and deactivate when their core is destroyed. It gives a bonus to the Automata Specialty for each Mage Resident you have.

"Greenhouse" is a small building of glass and metal stocked with fertilizer, magic soil and pots/beds that's useful for cultivating and studying rare plants. It gives a bonus to the Supernatural Flora Specialty for each Mage Resident you have.

"Phantasmal Dummies" are actually a series of magic orbs that project illusionary enemies flying at high speeds that are banished by being hit with magic, helping with spell accuracy. It gives a bonus to the Supernatural Hostile Race Specialty for each Mage Resident you have.

"Low Quality" equipment costs 50JP and starts you off with equipment detailed above with no real changes. It gives +1 to the relevant specialty for each Mage Resident you have.

"Medium Quality" equipment costs 100JP, giving you more golems or orbs, or a bigger greenhouse, though in all cases said equipment becomes more complex for more versatile training/study. It gives +2 to the relevant Specialty for each Mage Resident you have.

"High Quality" equipment costs 200JP and grants a large facility with multiple rooms dedicated to solitary study and/or training so multiple mages may work independently without being disturbed, and more complex/higher quality supplies in all cases. It gives +2 to the relevant Specialty for each Mage Resident you have.

(Note: Damaged equipment will repair itself over night, like the Warrior's Equipment.)

- "Prep Shack" (50/100/200JP): Prep Shacks are small buildings with equipment and tools for hunters to use to butcher, preserve and store their prizes among other things. They come in three types, "Big Game Storage", "Meat Locker" and "Filet House."

"Big Game Storage" is a large building with a big sliding door for ease of access, several barrels of salt, big knives, drains in the floor for blood and a room with meat hooks in the back. It gives a bonus to the Great Beast Specialty for each Hunter Resident you have.

"Meat Locker" is a more modest sized version of the property, salt barrels and knives mentioned above with a larger and more tightly sealed dry back room for storage, there are also small targets outside for practice. It gives a bonus to the Mundane Game Specialty for each Hunter Resident you have.

"Filet House" is similar to the above properties but possesses a special table with a hook for filleting fish and a pound outside to practice fishing, its storage room is chilled with magic ice crystals. It gives a bonus to the Aquatic Fauna Specialty for each Hunter Resident you have.

"Low Quality" Prep Shacks cost 50JP and are pretty much as detailed above however much that may matter. They give a +1 to the relevant Specialty for each Hunter Resident you have.

"Medium Quality" Prep Shacks cost 100JP and are larger and better made, featuring small smoking rooms for an alternate method of curing meat. They give +2 to the relevant Specialty for each Hunter Resident you have.

"High Quality" Prep Shacks cost 200JP are even larger and better made, featuring areas for tanning leather among other things. They give +3 to the relevant Specialty for each Hunter Resident you have.

- "Store" (50/100/200JP): Stores are exactly what you expect them to be, a place for Traders to buy, sell and/or store their goods. They come in three varieties, "Caravan", "Warehouse" and "Restaurant."

"Caravan" is a large wagon or truck that doubles as a store on wheels, allowing them to travel from place to place to purchase merchandise and sell it elsewhere. It gives a bonus to the Exotic Good Specialty for each Trader you have.

"Warehouse" is, well, a warehouse that acts as a permanent location for the delivery and storage of various materials and goods in bulk before they're sold and delivered elsewhere. It gives a bonus to the Artificial Resources Specialty for each Trader you have.

"Restaurant" is a restaurant where chefs working for traders cook recipes procured by traders or prepare foreign ingredients ordered and delivered to them for the general public to purchase. It gives a bonus to the Regional Food Specialty for each Trader you have.

"Low Quality" Stores cost 50JP and start you off with low end locations, not really geared towards making the big bucks. They give +1 to the relevant Specialty for each Trader you have.

"Medium Quality" Stores cost 100JP and grant more luxurious, well built locations with a more professional branding and general aesthetic, as well as offices/back rooms for Traders to work from. They give +2 to the relevant Specialty for each Trader you have.

"High Quality" Stores cost 200JP and allow you to place highly professional, spacious locations of business within the town, giving an entire trade caravan, warehouse or local chain with staff included. They give +3 to the relevant Specialty for each Trader you have.

-----Town Improvements-----

Town Improvements are the equivalent of perks, but for your Georama/Town. Based on your selected race in the White Knight Chronicles Jump, you will receive discounts on perks under your relevant section. 100JP Town Improvements are free for the relevant Race.

[Papitaur Discounted]

- "Hamster Cage" (100JP): Your town was built with all sorts of nooks, crannies and secret passageways straight from the start. Locals will already be intimately aware of this and often use them, especially the ones in their own houses. This network of corridors and these themes being there from the start makes it easier to add on to them in future construction.

- "All Bombs" (200JP): Bomb traps everywhere set to go off via secret levers and triggers only residents know the whereabouts of, assuring that none of the traps will go off without them meaning too.

These traps are wonderful for denying enemy footholds, scorching the earth out of spite and heavily discouraging enemy forces from trying to claim the town. Bomb Traps will never go off by accident, and residents will often set up new ones where applicable.

- "Air Dock" (400JP): A large tower can now be found in the center of the town with multiple ports and a wide, flat top for airships of various sizes to dock, restock on supplies and see to repairs.

The Air Dock comes stocked with tools and utility stations for just such purposes, and is quite sturdy despite what appearances may suggest. It also doubles as a landmark, a symbol of local pride, that boosts the morale and mental clarity of your people, helping to usher in activity and progress.

[Warg Discounted]

- "Shelters" (100JP): Every structure in town has the equivalent of a bomb shelter with emergency supplies including first aid, food and weaponry. In most cases this can be found in the basement or attached to the basement. Several shelters also exist independently of any structure, hidden from view.

- "Disaster Proofing" (200JP): Your town was built extra tough, able to more easily endure all sorts of natural disasters, battles and siege. Drains and ditches help with floods, reinforced metal and stone buildings help with tornados and earthquakes. Whatever does break is usually fairly easy to repair. Even the people seem tougher than you would expect.

- "Fortress Settlement" (400JP): Your town is built on elevated ground, surrounded by a big, strong ramparts of metal and stone which is itself surrounded by a moat. Reinforced gates and draw bridges leading in and out of town are placed on the cardinal directions.

Your town has well stocked armories and barracks for the loyal guard patrols that you now have. Everything together makes your town a real fortress, something far harder to invade or penetrate by anything that wishes your town, or the people inside, harm.

[Farian Discounted]

- "Spring Town" (100JP): You may now place fresh water springs and hotsprings throughout your town wherever you like. This both gives your town a constant flow of clean water, leisure locations and tourist locations to increase the flow of visitors. Place as many as you wish.

- "Naturalists" (200JP): Your town was built 'with' nature instead of 'despite' nature. Trees, flowers, bushes and other plants are far more common and structures were built with them in mind, making them much less of a danger to the stability of your homes and places of business. The soil is especially rich with nutrients to promote future plant growth as well.

- "Elder Tree" (400JP): A great, big, sapient tree rests in the middle of your town, able to speak and provide its wisdom to inhabitants who ask for its opinion. The tree is also able to sense and shape the natural landscape through its roots and magic, protecting or hiding your town while informing the residents of any disruptions in the local environment.

[Human Discounted]

- "Economic" (100JP): Your town's homes and structures have been converted into tall multi-story buildings and can be stacked, with designs open for easy renovations. This allows you more easily use the space available to you, building up instead of out.

- "Melting Pot" (200JP): Your town seems more hospitable and pleasant, causing new settlers and members of various cultures to more comfortably settle in and become active in their community.

New residents will often (with help from the town) redesign their home and property to reflect their culture/personality. Various cultures melting will give your town a unique vibe in no time.

- "Renown" (400JP): Your town becomes famous far and wide for a craft of your choice, causing those looking for, or aspiring to become, someone experienced in this craft to visit more often.

In addition, you will also be able to place a school and a university down in your town, each with an excellent staff. Both institutions of learning specifically include extra classes for learning this craft.

[Frog Discounted]

- "Merchant Town" (100JP): Your town is built towards being a trade hub, with wide streets accommodating stalls and tents, and many houses have been converted to have their first floor turned into shops ran by the residents to directly benefit from their trades.

- "Binding Posts" (200JP): You may now place Binding Posts down in your town for public use. Binding Posts are places located in every major settlement where Frogs who know the magical art of Binding work and sell their services. Additional details can be found in the main Jump's document.

- "Damages Insurance" (400JP): Your entire town is "insured". In other words, whenever damage is inflicted on any property within the town. "Contractors" will come in free of charge to immediately begin work on reconstruction without need of further input.

These construction workers bring their own tools, their own resources and go about doing the best job they can, as efficiently as they can.

Your town should under almost all circumstances be able to continue functioning without missing a beat as they see to repairs.

If there's time for the town to be actively suffering while the workers are busy, it means they probably had to start from scratch.

-----("Post Jump")-----

In future Jumps, you may place a version of your "Real World" Town down. It is not the same town as this Jump, but it is in many ways similar, almost as if reincarnating in the new setting. The architecture and technology at home in the town will modernize to match the setting you're currently in.

Those who made the town their home in a previous Jump are replaced with similar inhabitants with skills, roles, relationships, status, families and histories of their past incarnations juxtaposed onto the current setting in a way that makes sense.

Truly unique structures or landmarks built by your hand and left in a past version of your town will normally stay consistent in tech level and function when you place the town down in the future, though the memories of it held by inhabitants may alter.

The inhabitants of your town that were a local race which cannot be found the next time you place your town down will become racial equivalents where applicable. If your town was inhabited by unique races by your own creation, they will keep their race, though it may cause issues.

When you place your town down in a setting, it does more than just pop into existence. It actively retcons itself into existence. Maps will have your town on the map, roads will connect your town to the rest of the local infrastructure, bloodlines of longtime residents can be traced backwards.

If you bought Town Improvements like Renown or a past incarnation of your town was just really well known for something like local food, a very iconic culture or something of historical significance it may even be known for that and have that information documented.

Scenery you've purchased will often adapt to fit whatever environment you place your town in. As explained in Town Limits, nothing built outside of your town's land will carry over when you place it in the future.

The architecture and infrastructure of your town within that range may however influence additional architecture or infrastructure that appears outside this range somewhat.

Your "Mirror Town" and its residents will always reflect the first incarnation of your town. As previously mentioned, the Mirror Town Market will continue to stock itself with items that have entered its stock, even if they were from a past setting, in addition to the new items being brought in from the current setting.

The rates, types of items, number in stock and speed of restock are based on the previously explained Georama Stats and Rarity Levels. Even if the Real World Town and its Residents change over time

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